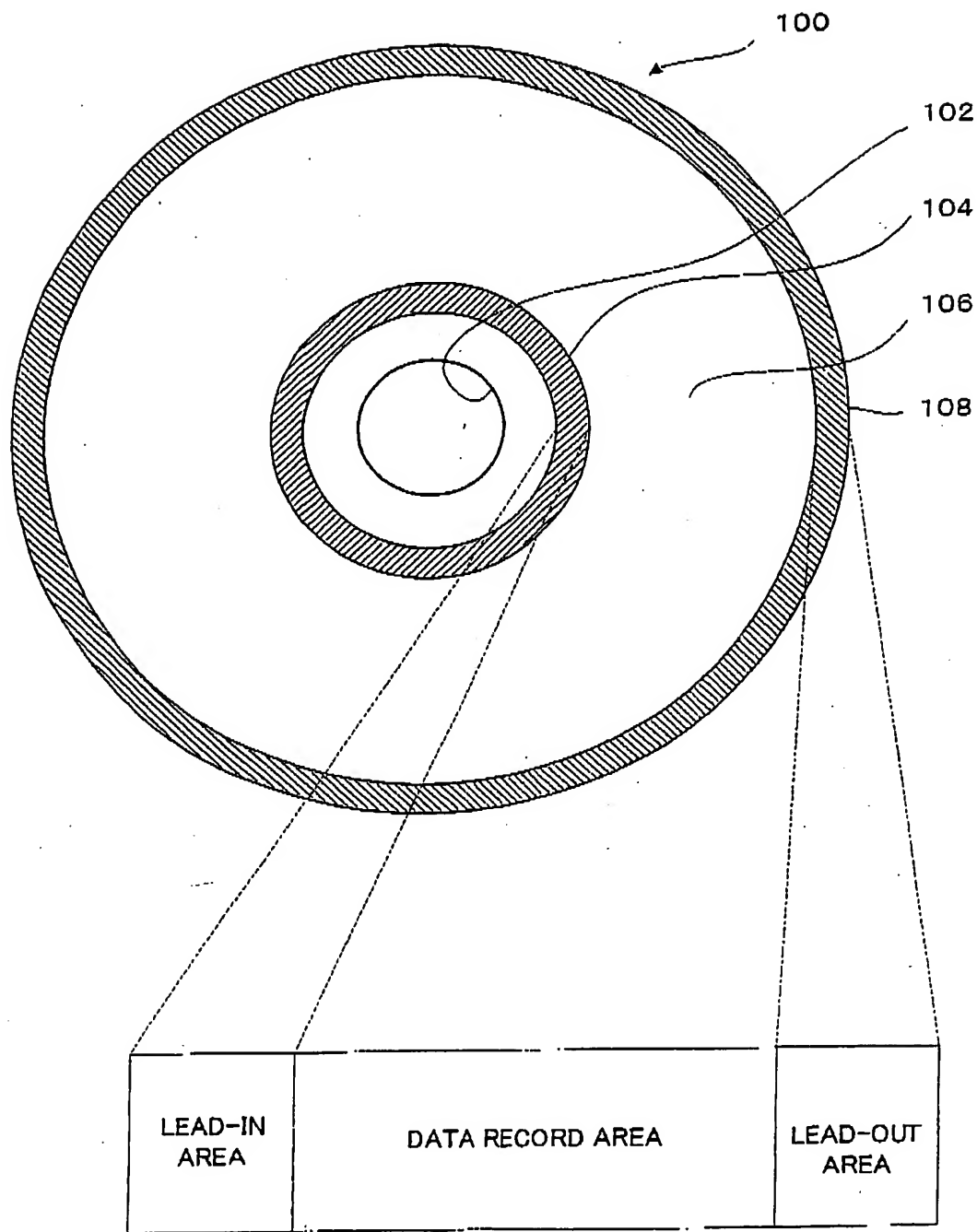
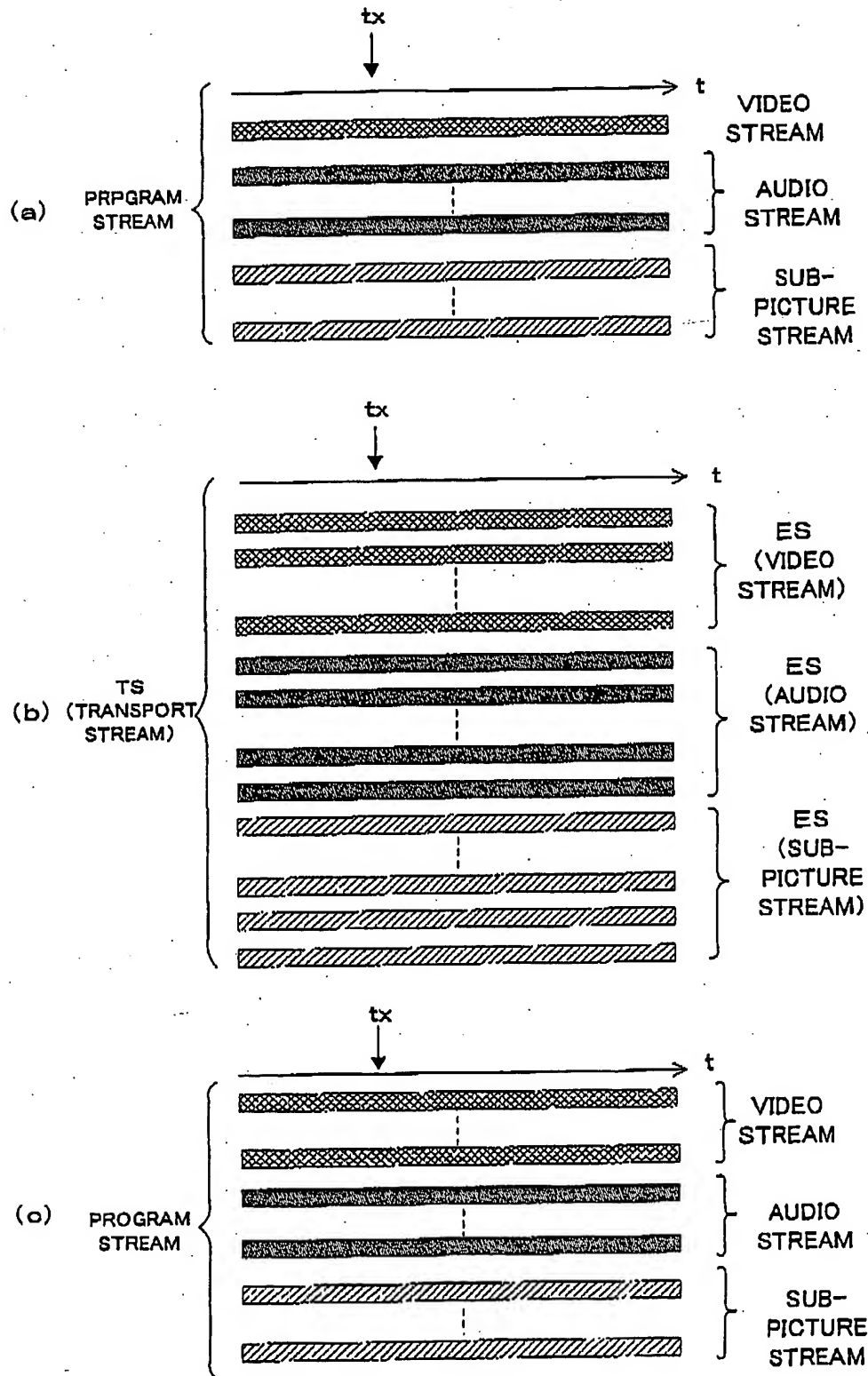


FIG. 1



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FIG. 2



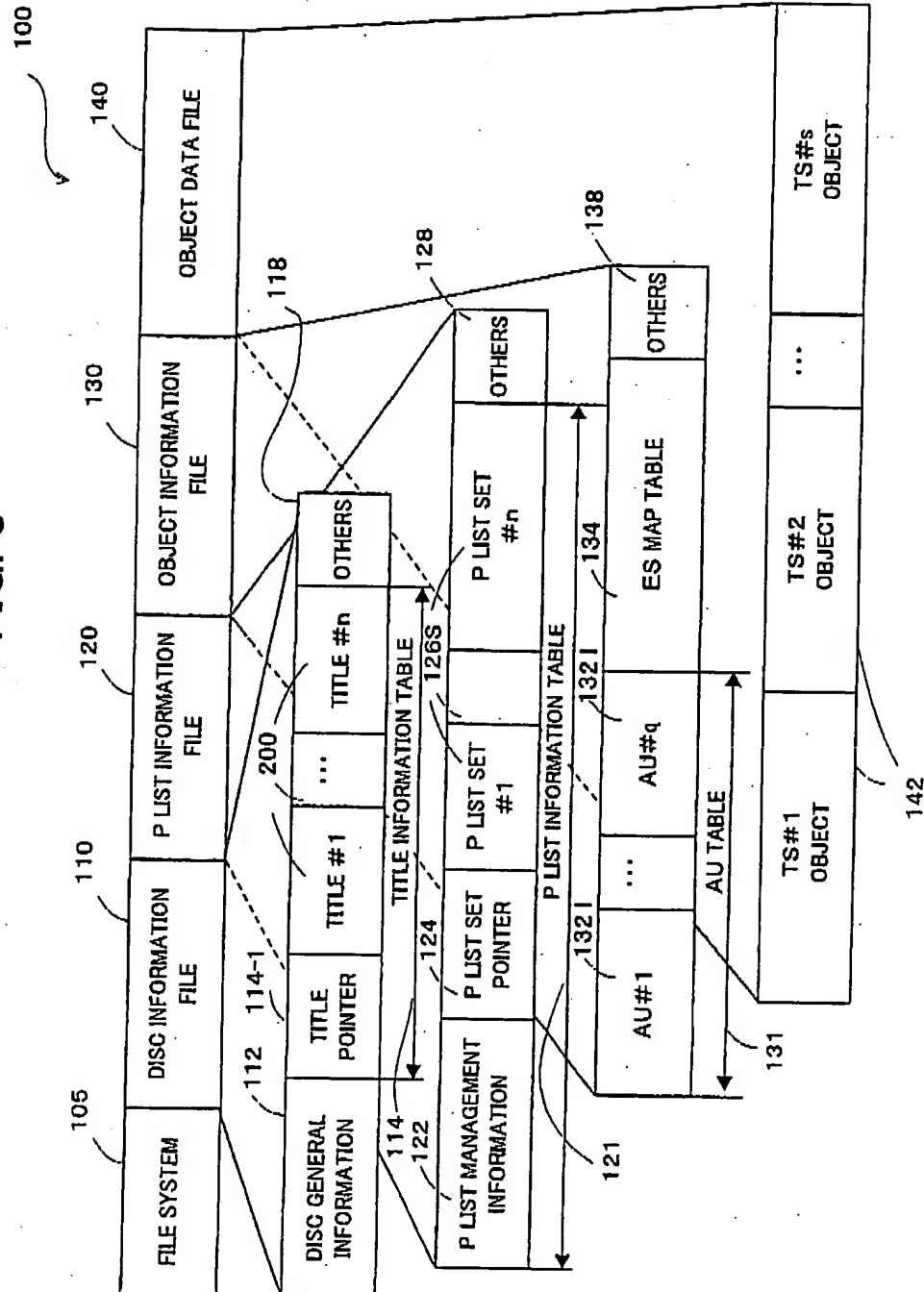


FIG. 4

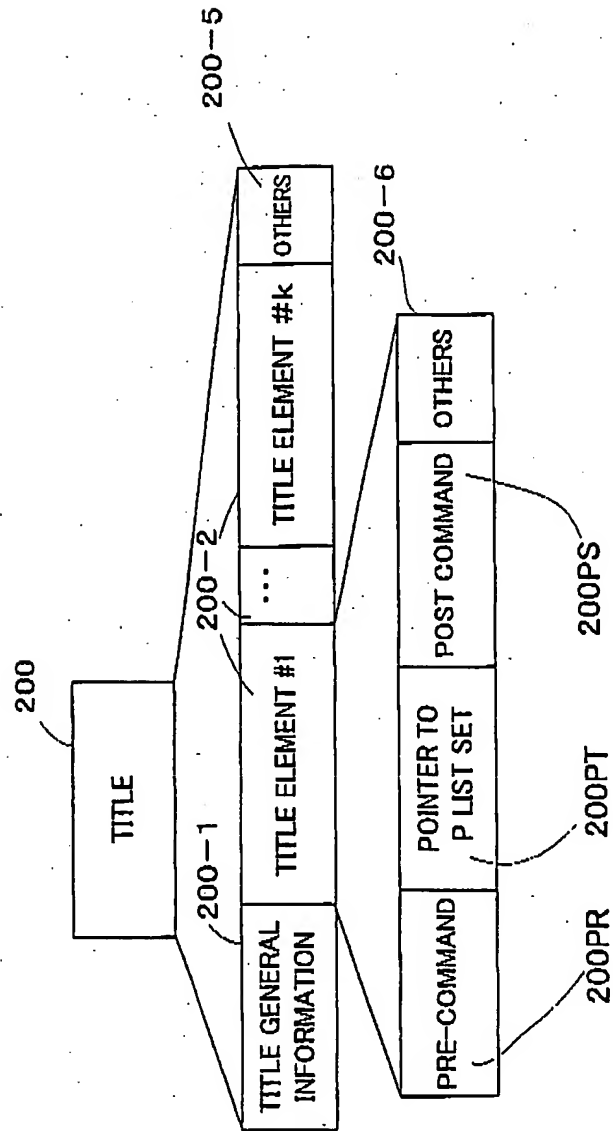
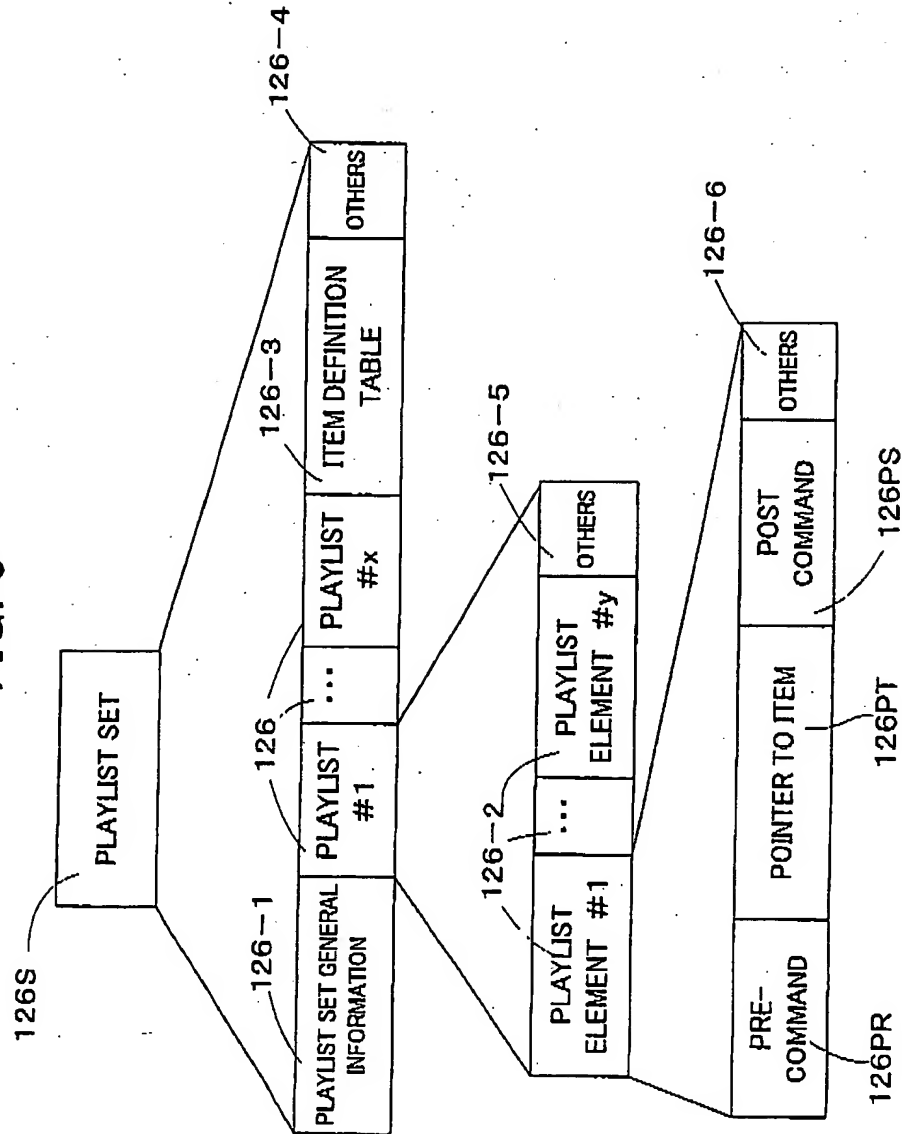
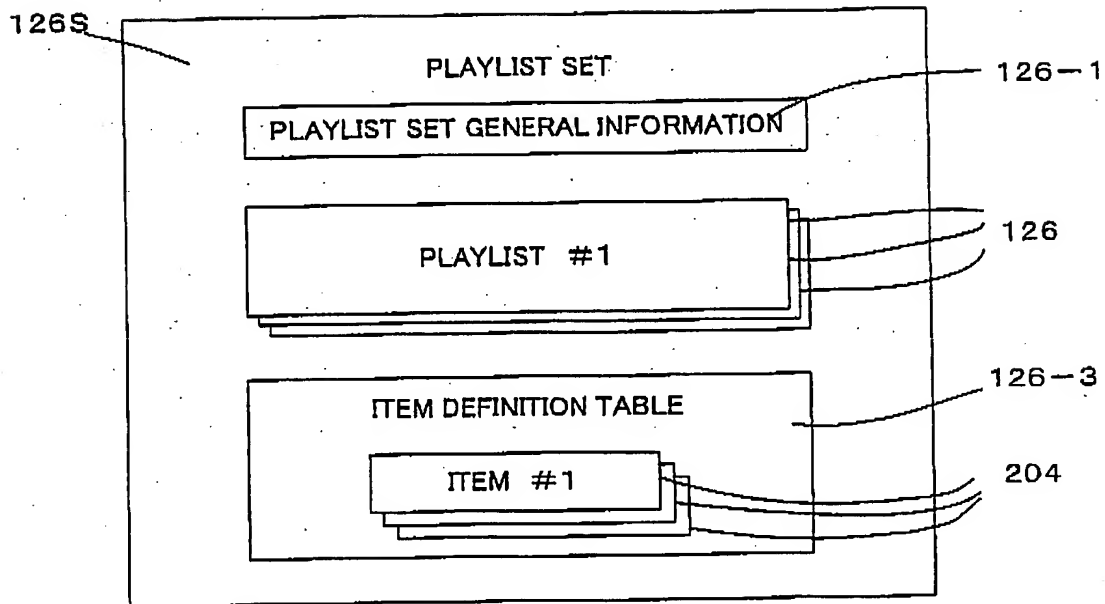


FIG. 5



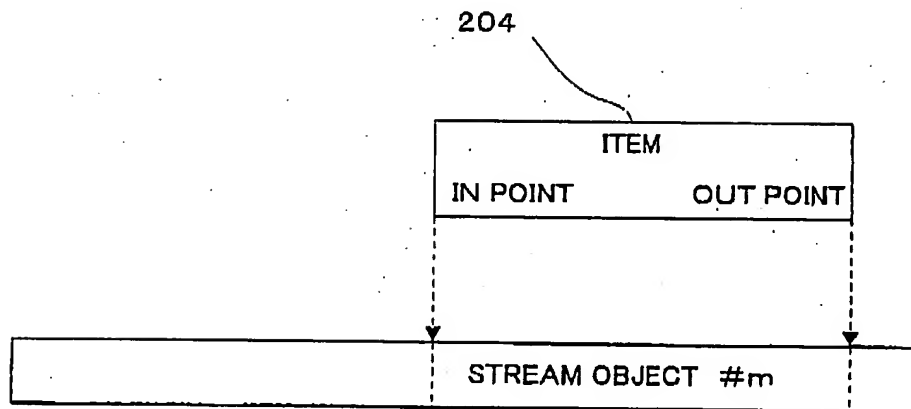
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FIG. 6



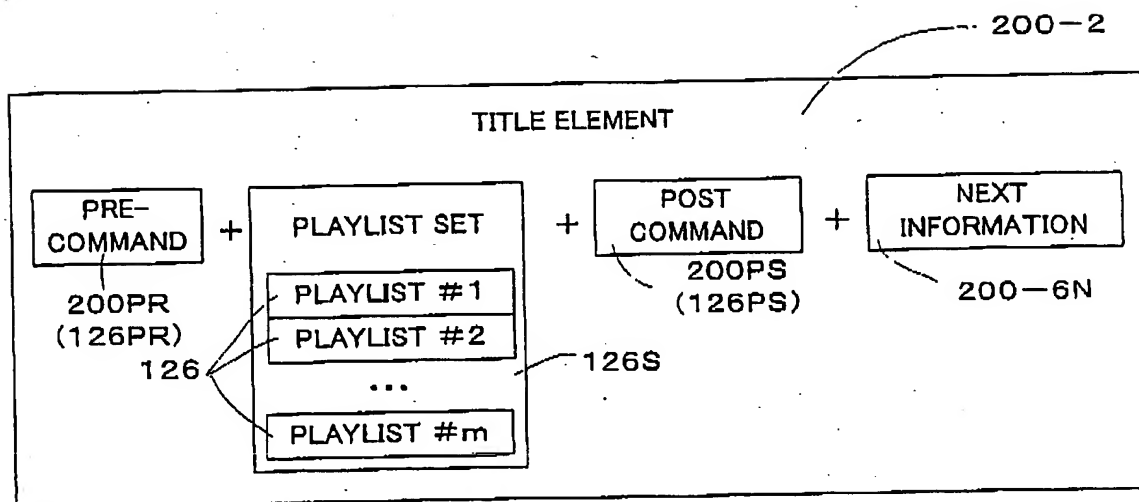
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FIG. 7



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FIG. 8



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FIG. 9

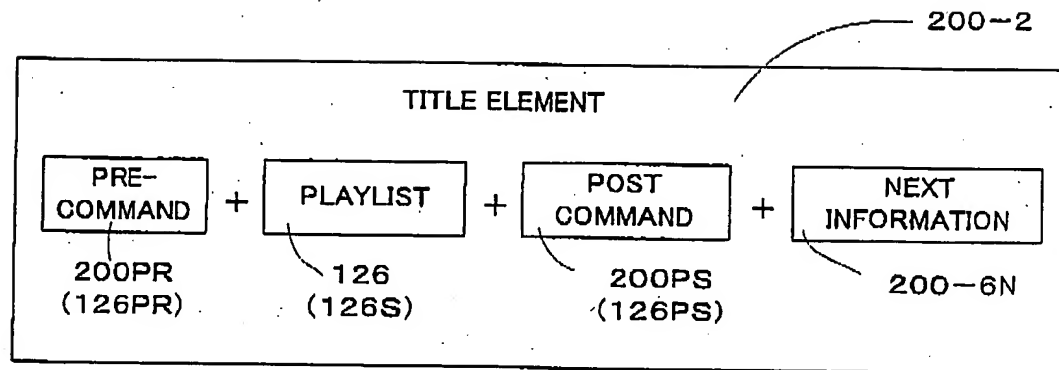
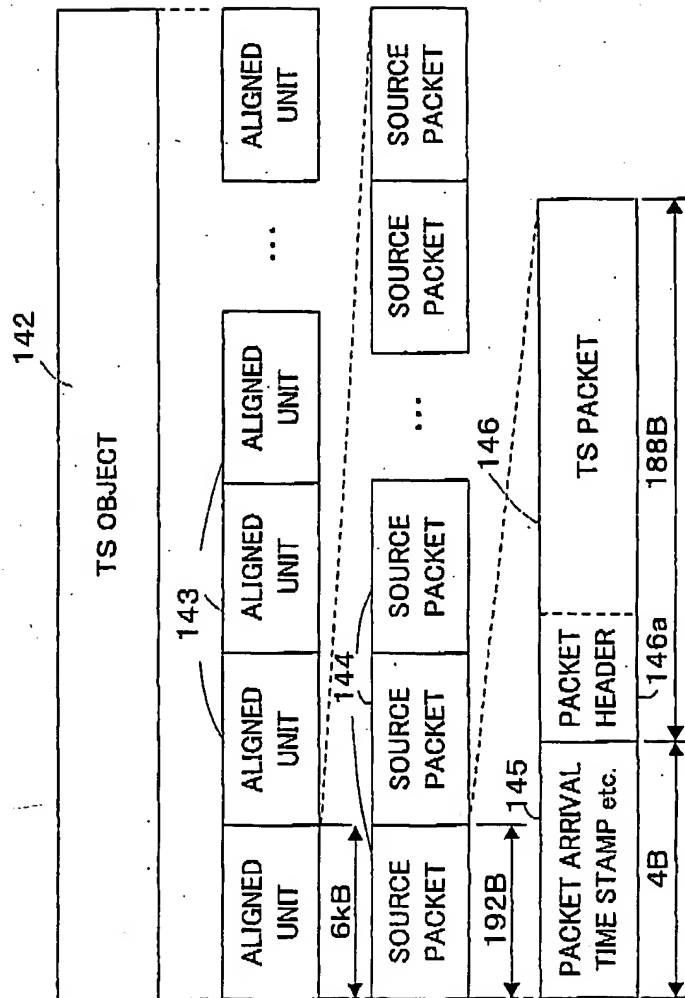
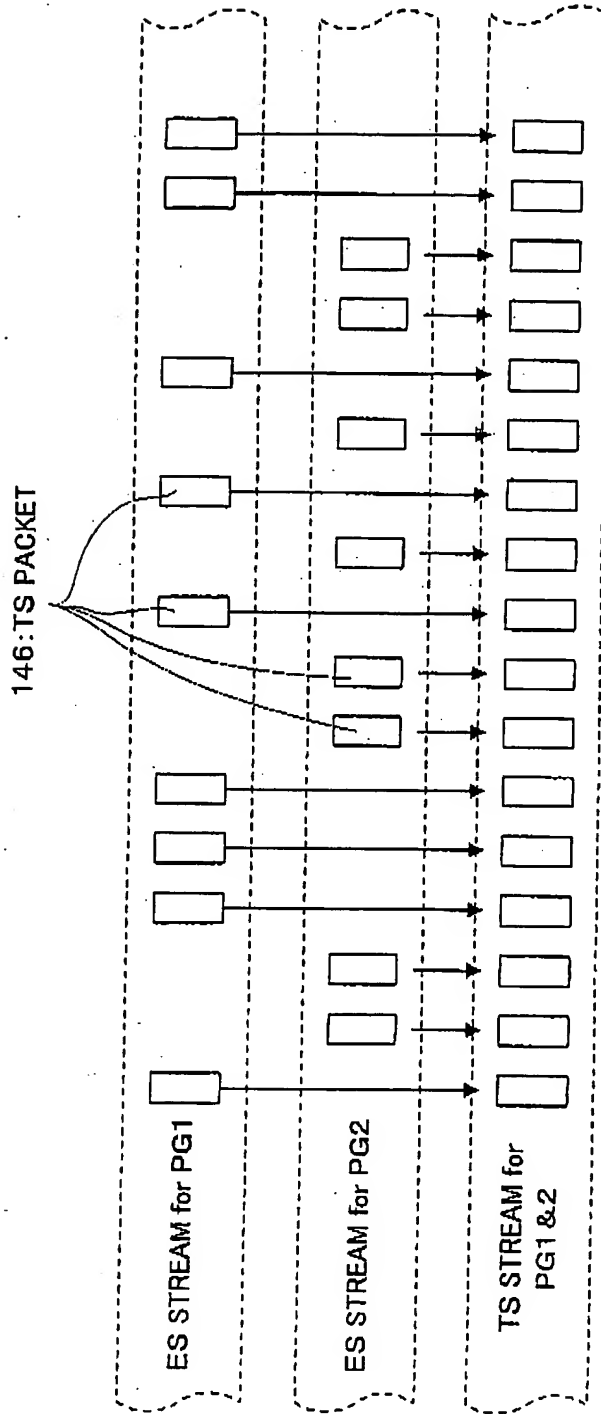


FIG. 10



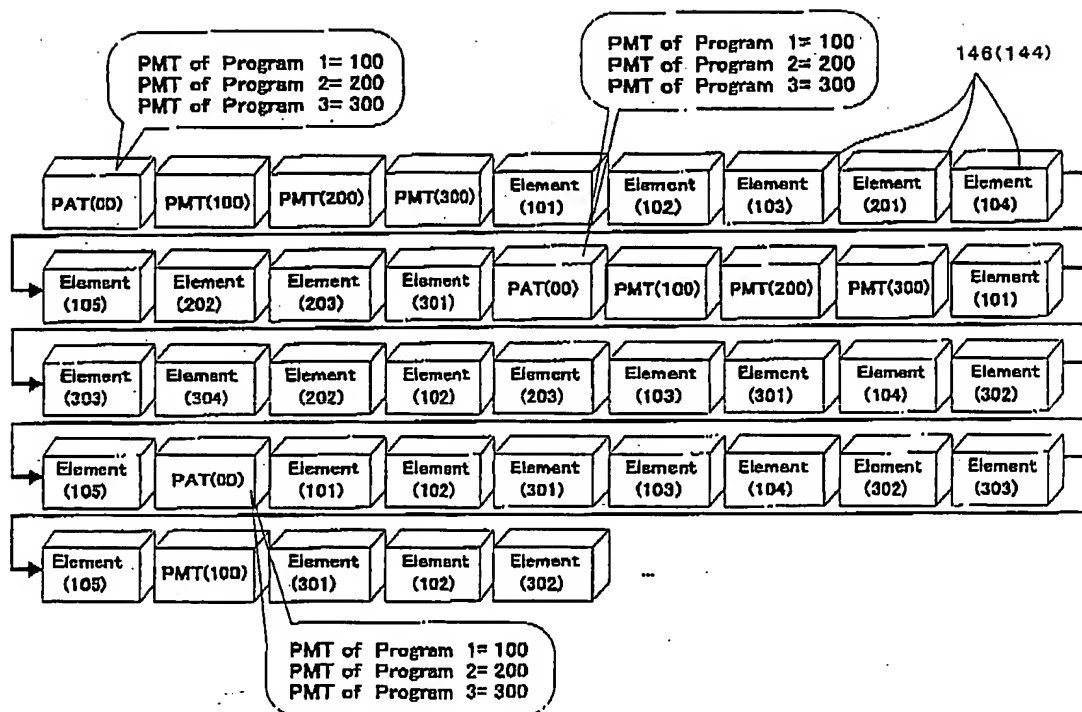
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FIG. 11



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FIG. 12



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FIG. 13

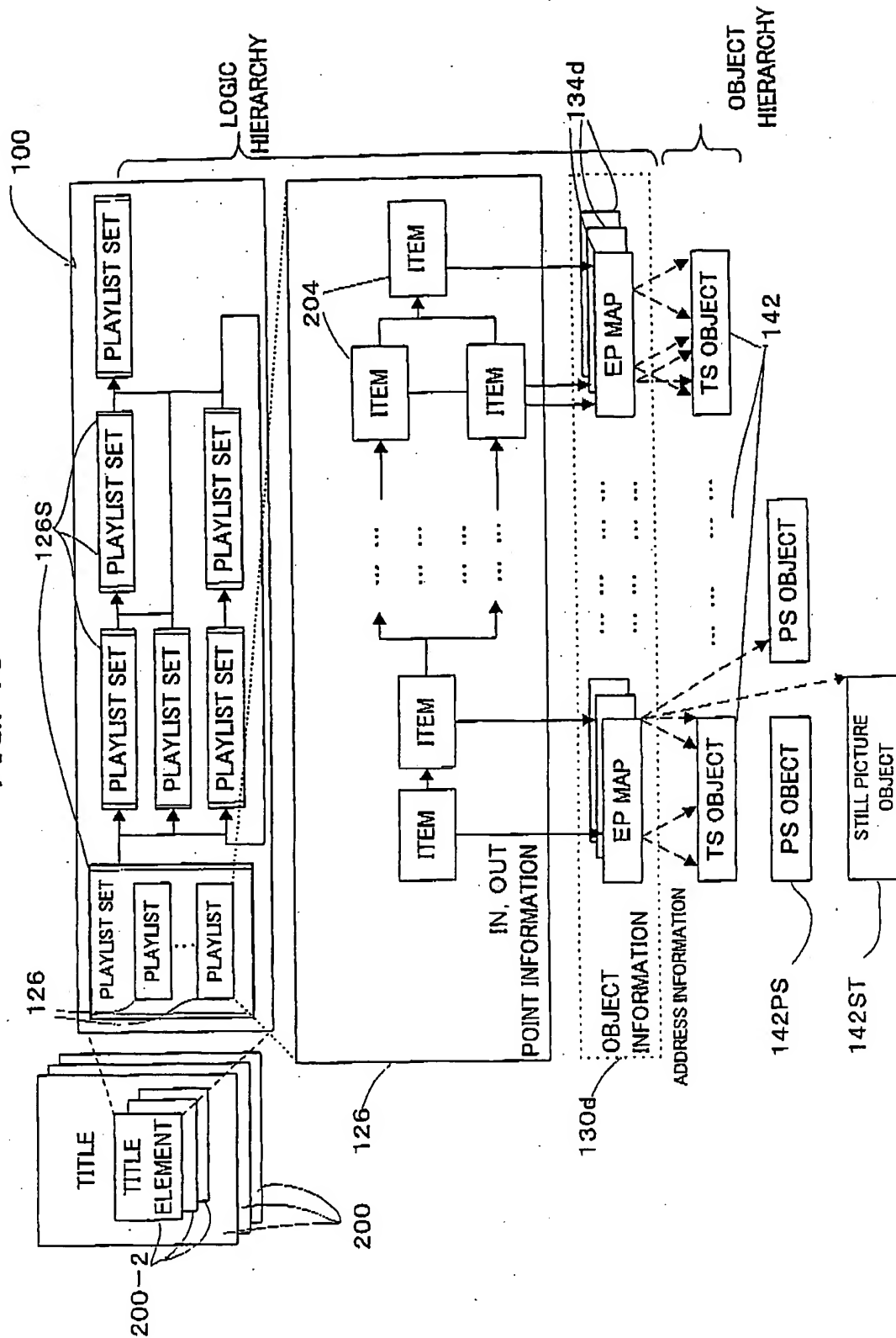
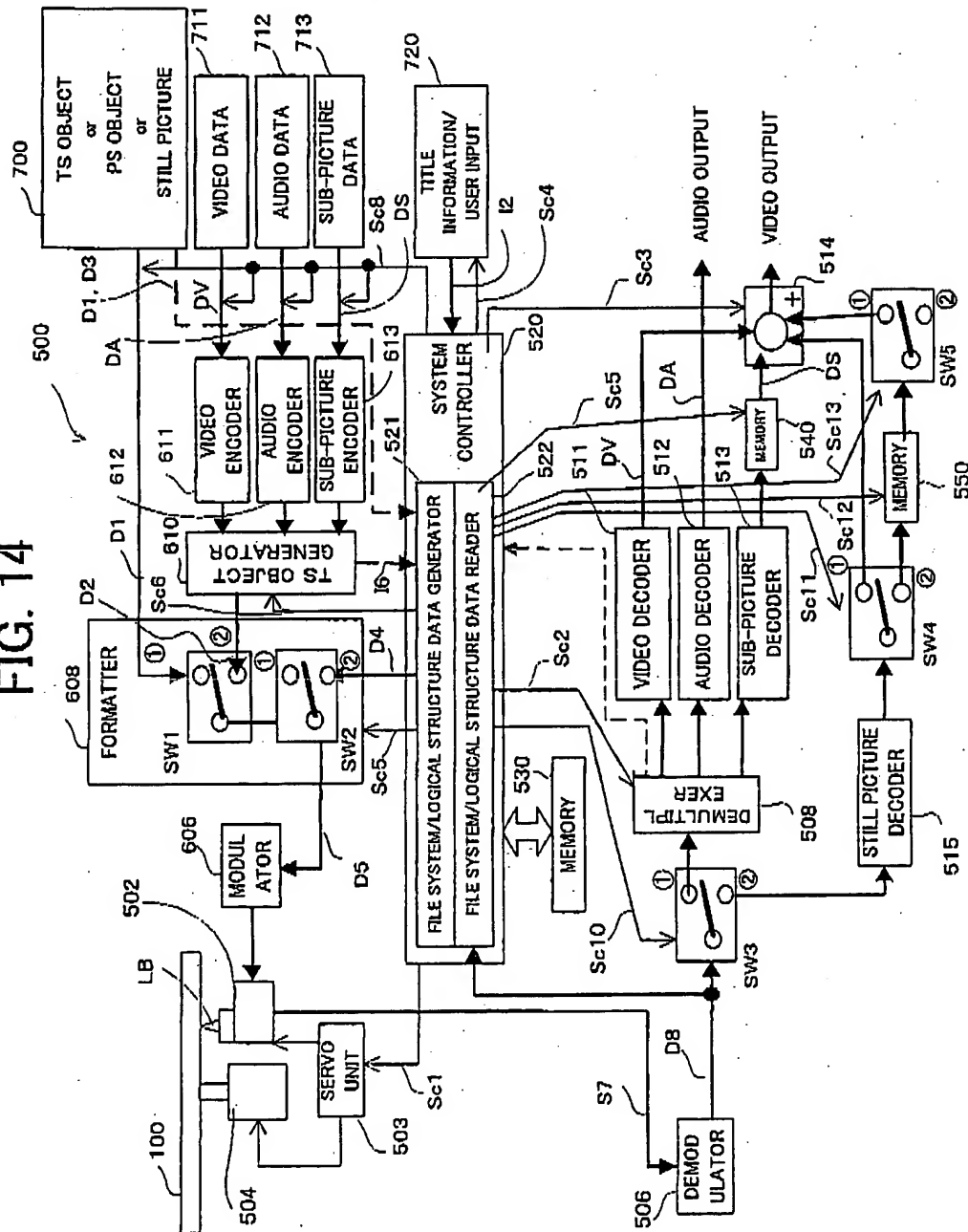
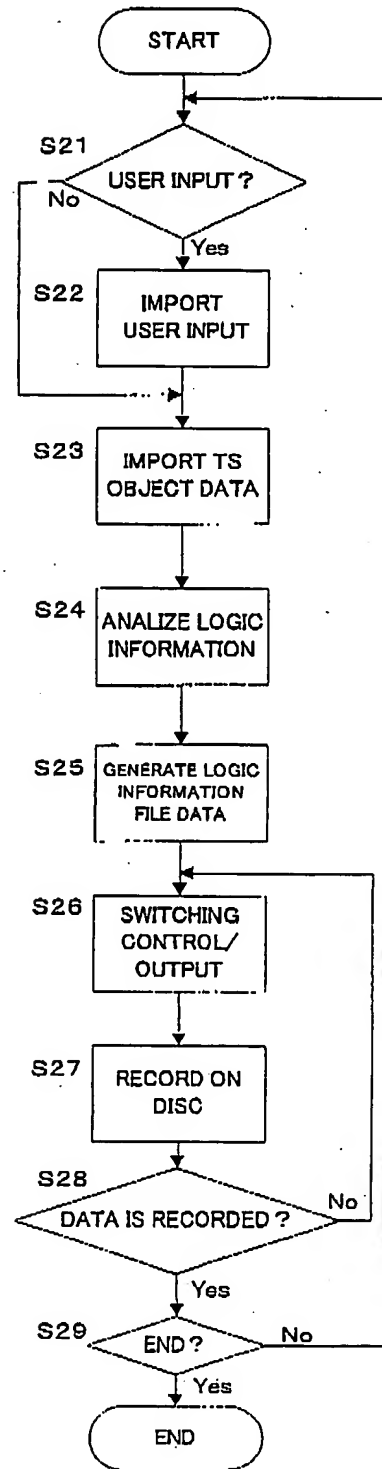


FIG. 14



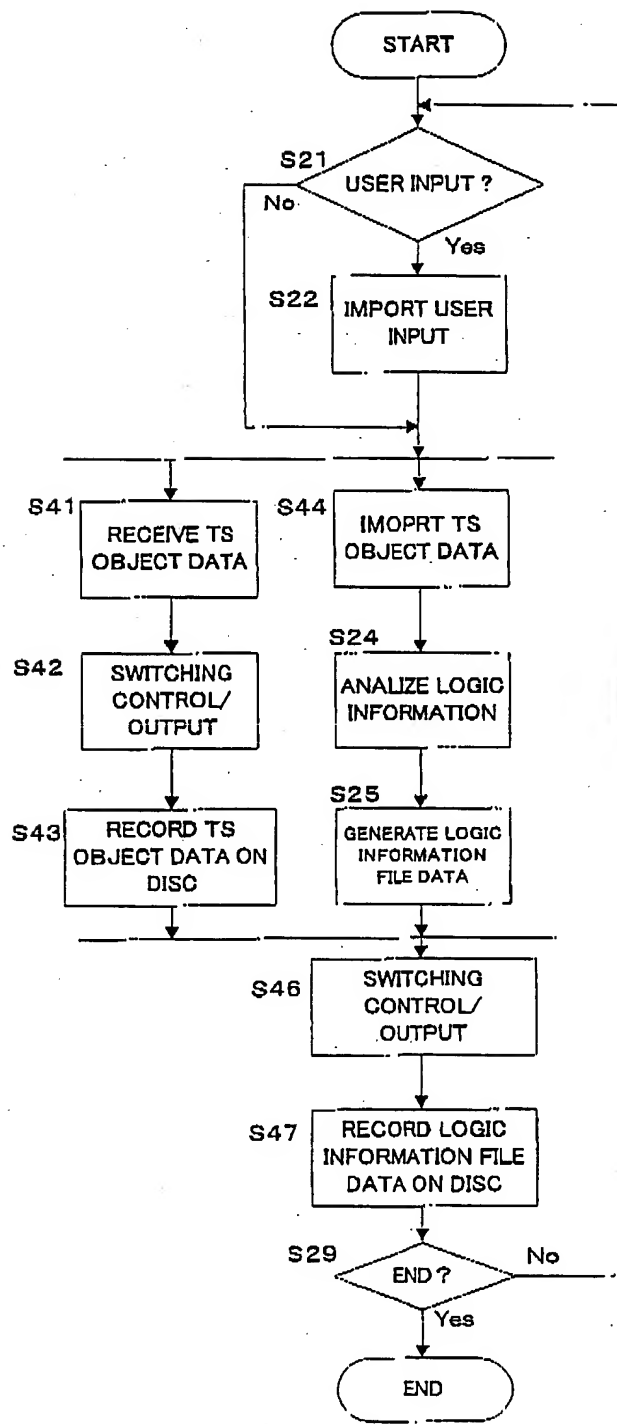
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FIG. 15



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FIG. 16



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FIG. 17

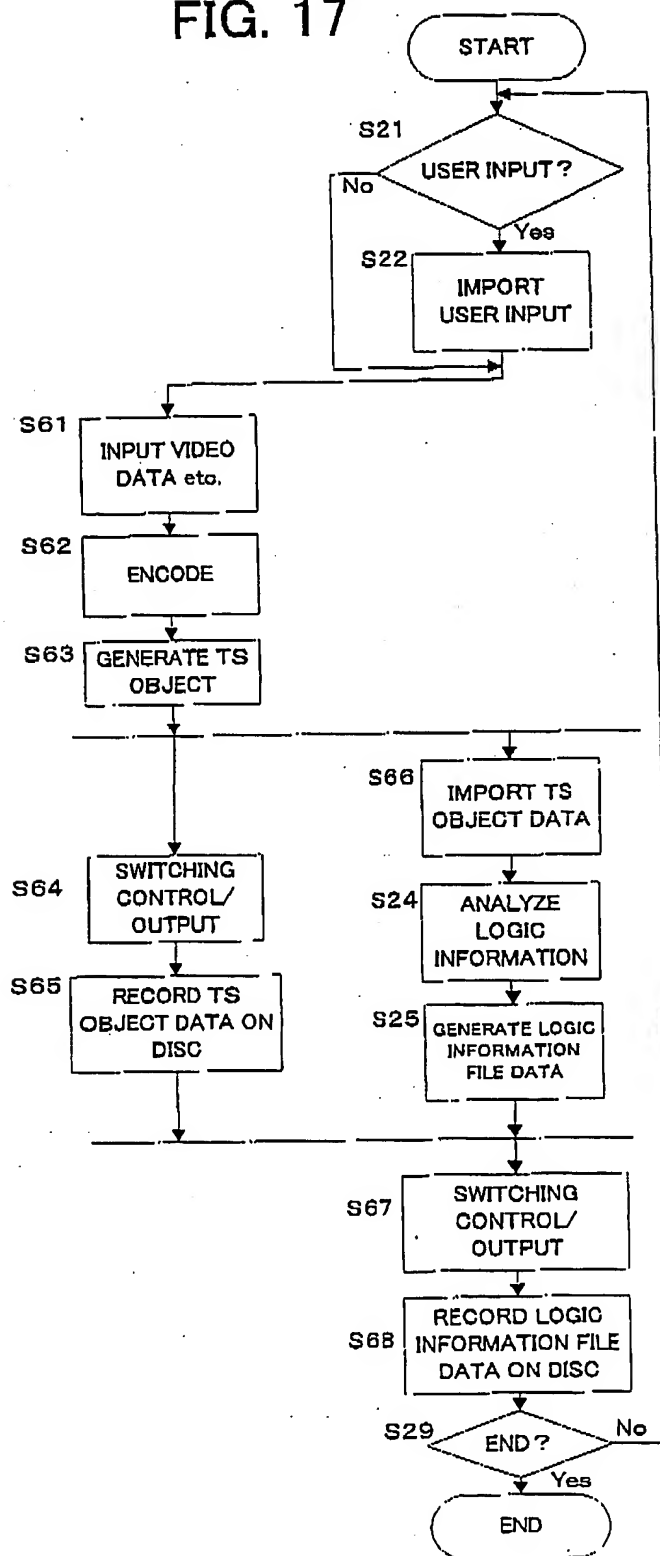


FIG. 18

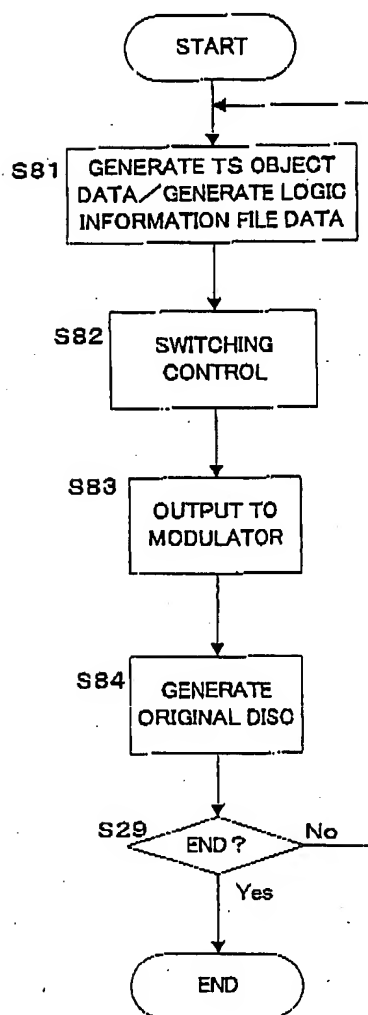
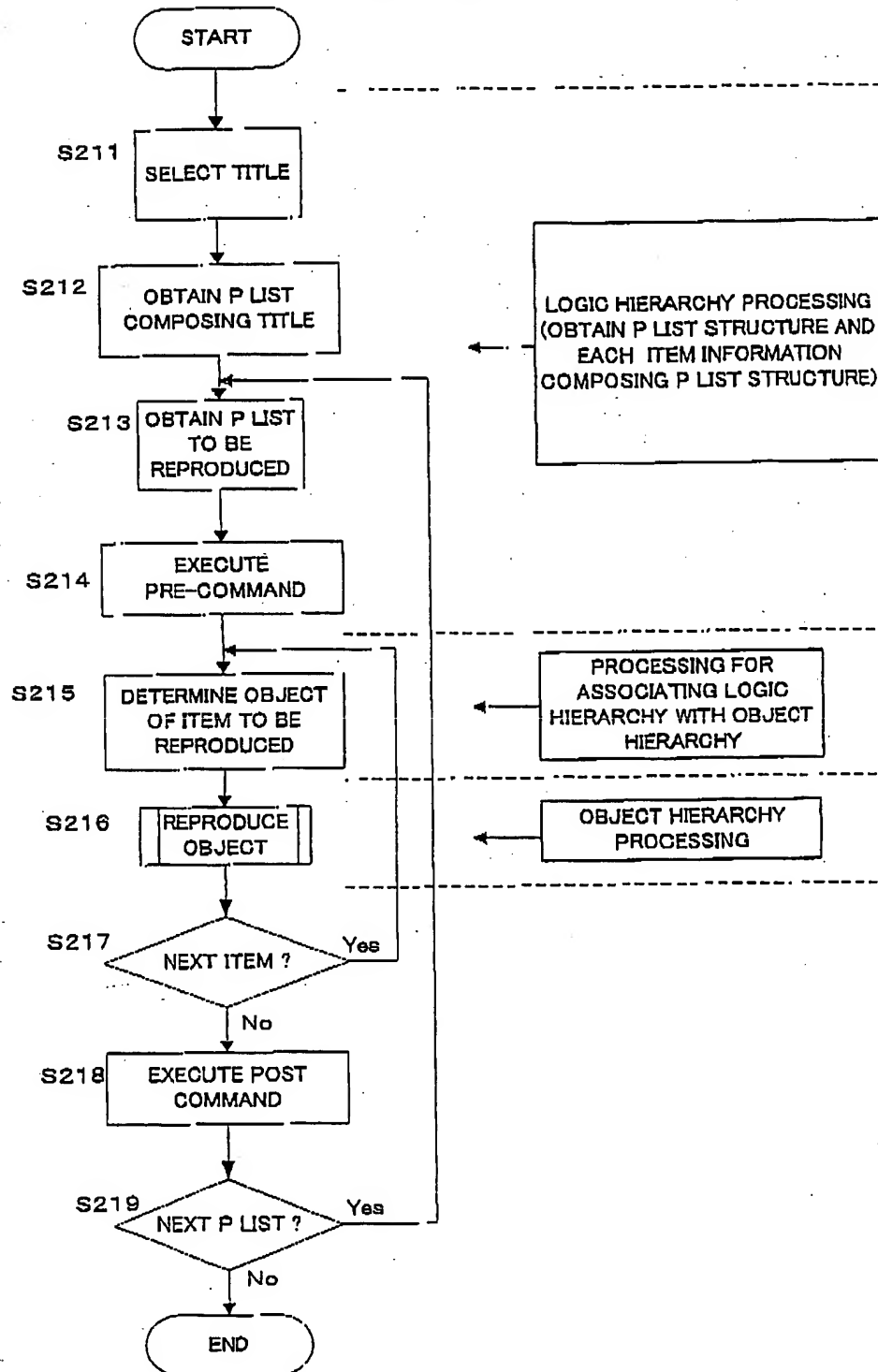


FIG. 19



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図20(a)

7 2 1 : SP CONTROL INFORMATION

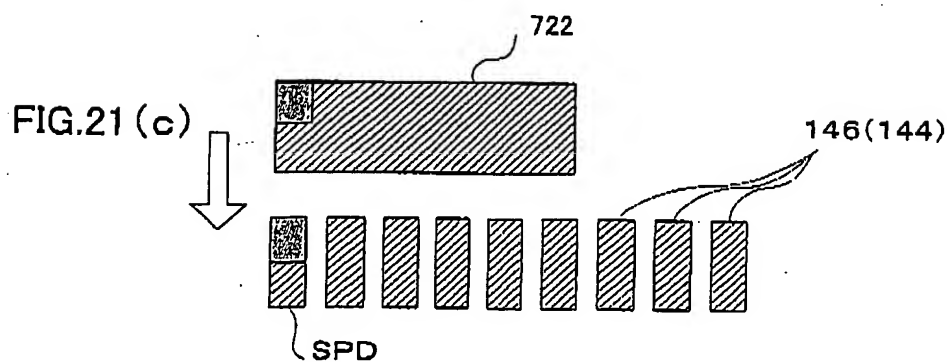
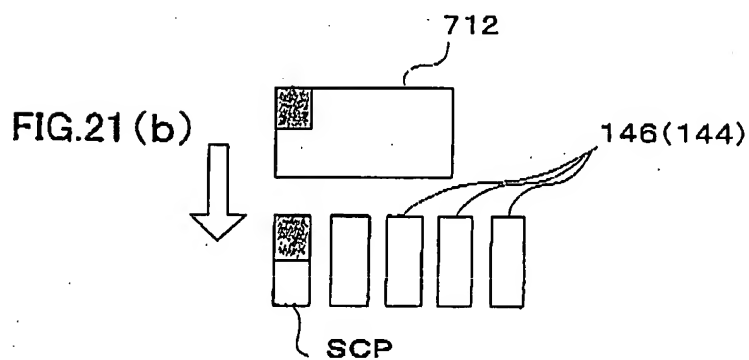
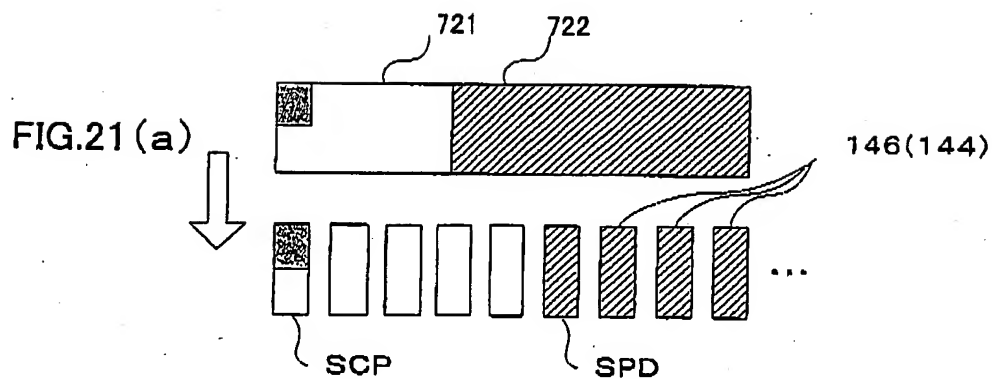
SCP HEADER	SP DATA IDENTIFIER
	SP DATA POSITION INFORMATION
	OTHER INFORMATION
SF CONTROL PARAMETER	SF DATA DISPLAY START TIME POINT
	SF DATA DISPLAY END TIME POINT
	OTHER INFORMATION (SCP BUTTON INFORMATION, HIGHLIGHT INFORMATION)

図20(b)

7 2 2 : SP DATA STRUCTURE

STRUCTURE INFORMATION	SP DATA IDENTIFIER
	SP DATA LENGTH
	OTHER INFORMATION
SP DATA	IMAGE DATA (Bitmap, JPEG etc.)
	OTHER INFORMATION (SPD BUTTON INFORMATION, HIGHLIGHT INFORMATION)

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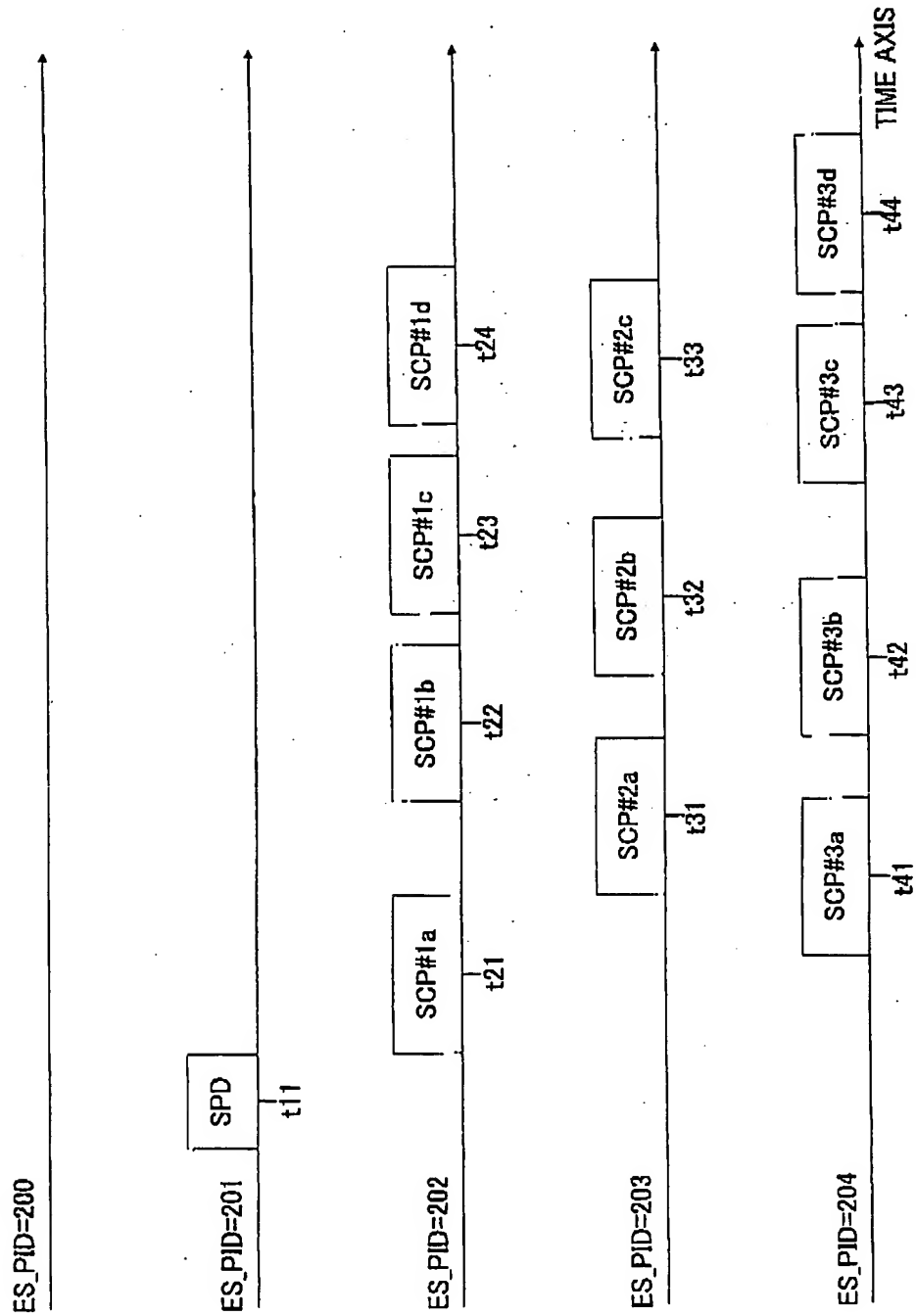


FIG. 22

FIG. 23

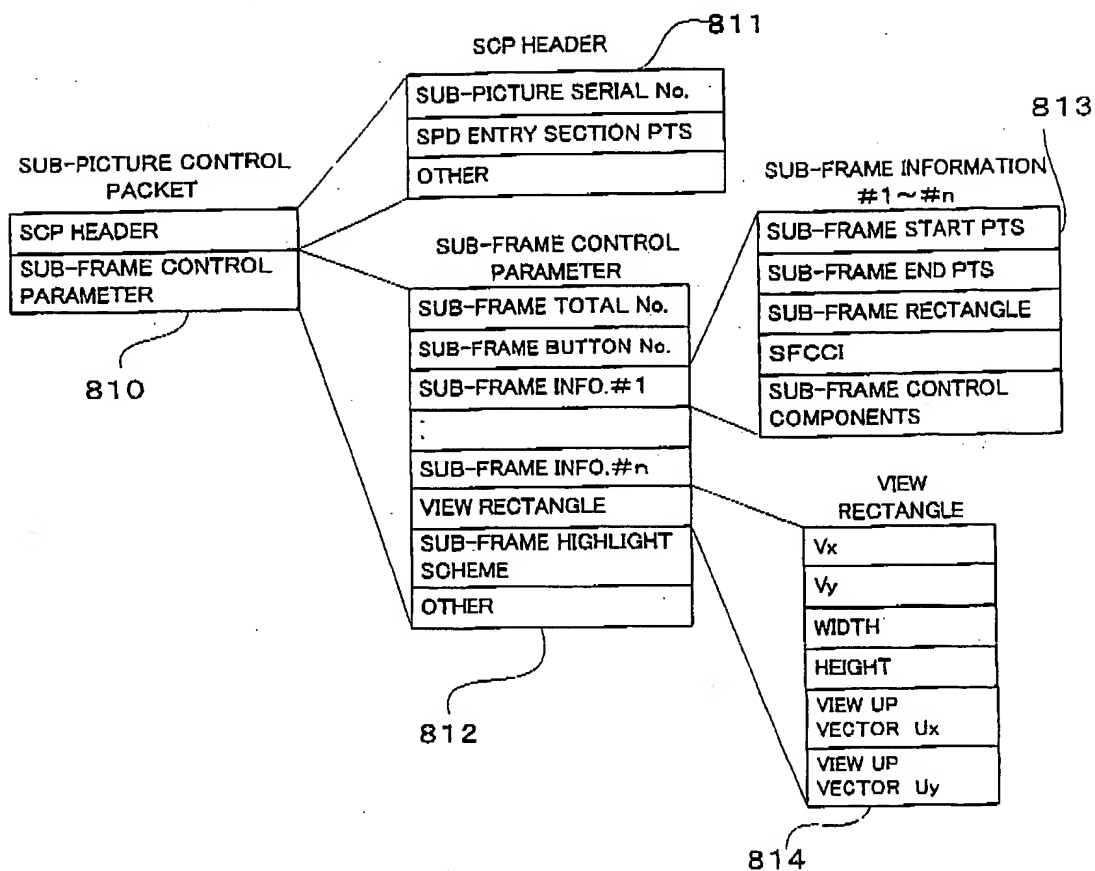


FIG. 24

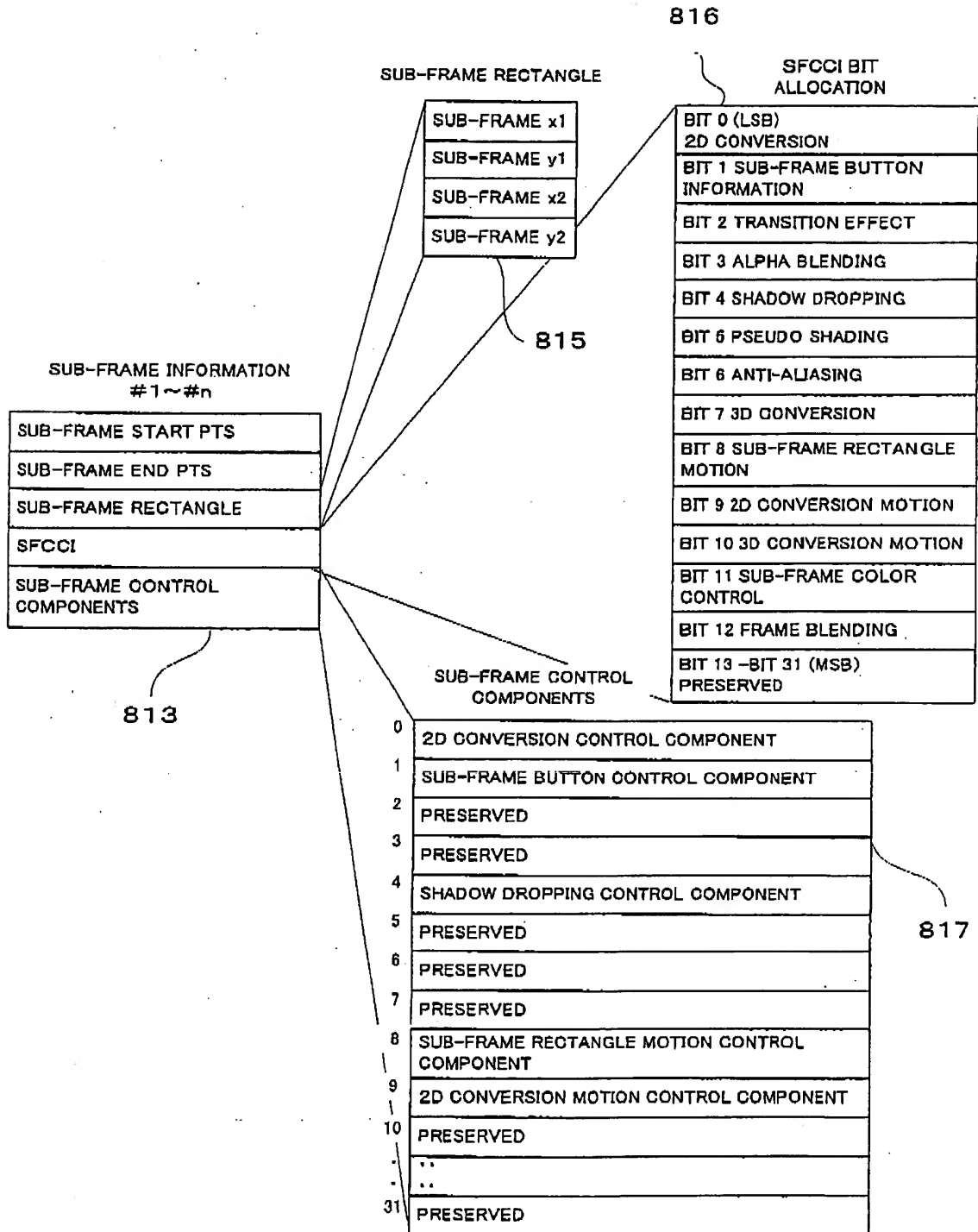


FIG. 25

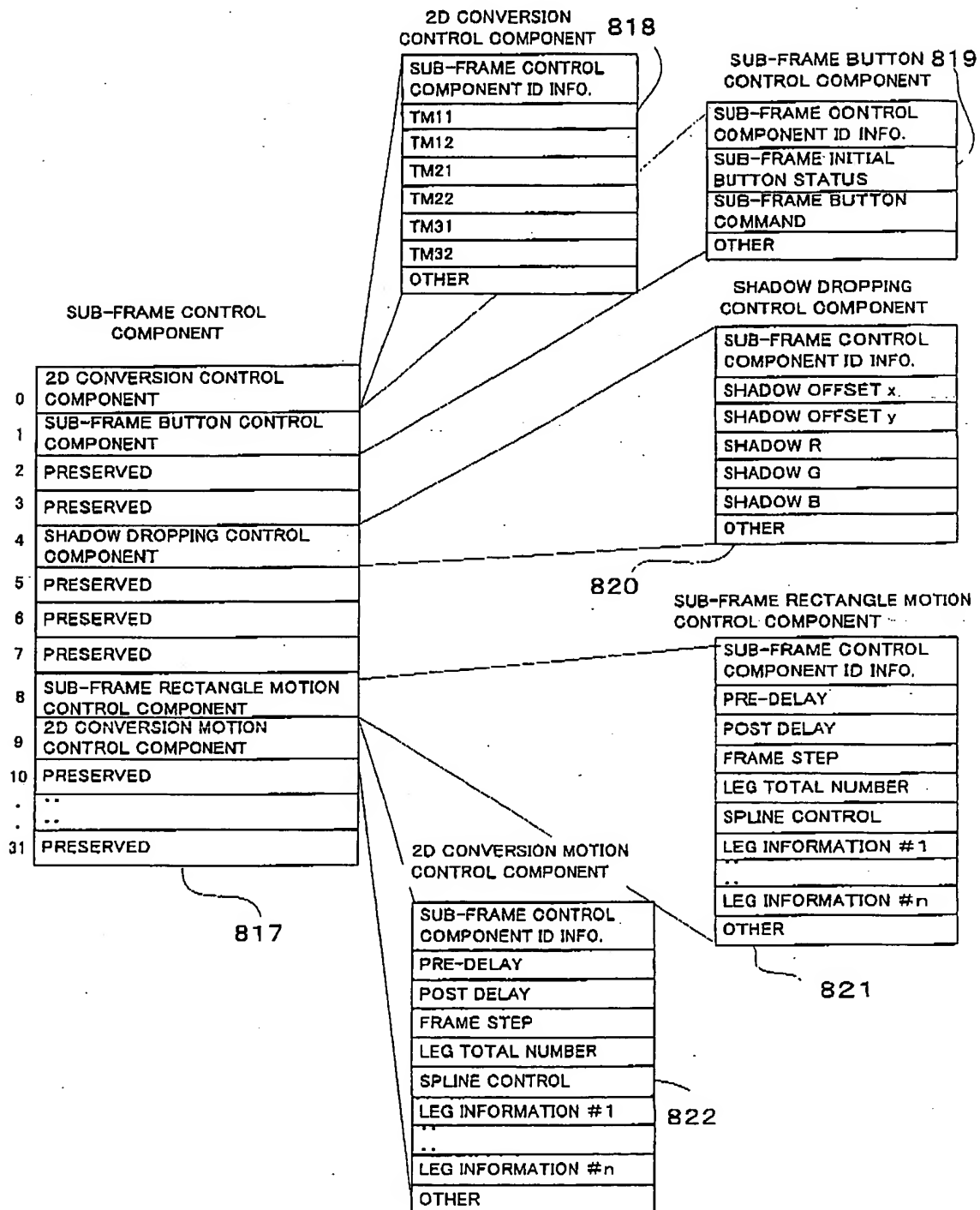


FIG. 26

SUB-FRAME RECTANGLE MOTION
CONTROL COMPONENT

SUB-FRAME CONTROL COMPONENT ID INFO.
LEG TOTAL NUMBER
SPLINE CONTROL
LEG INFORMATION #1
...
LEG INFORMATION #n
OTHER

821

LEG INFORMATION #1~#n

RELATIVE LOCATION x
RELATIVE LOCATION y
RELATIVE SCALING

823

FIG. 27

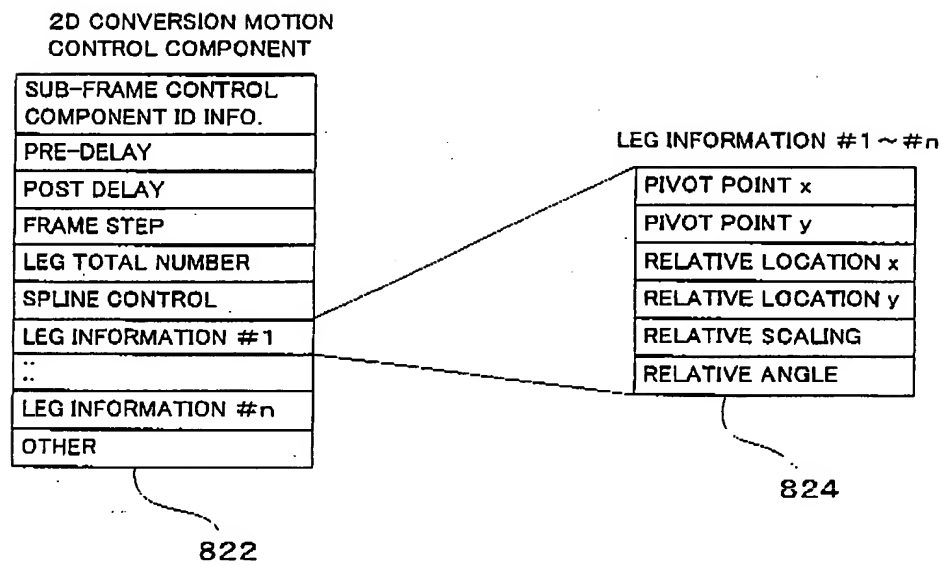


FIG. 28

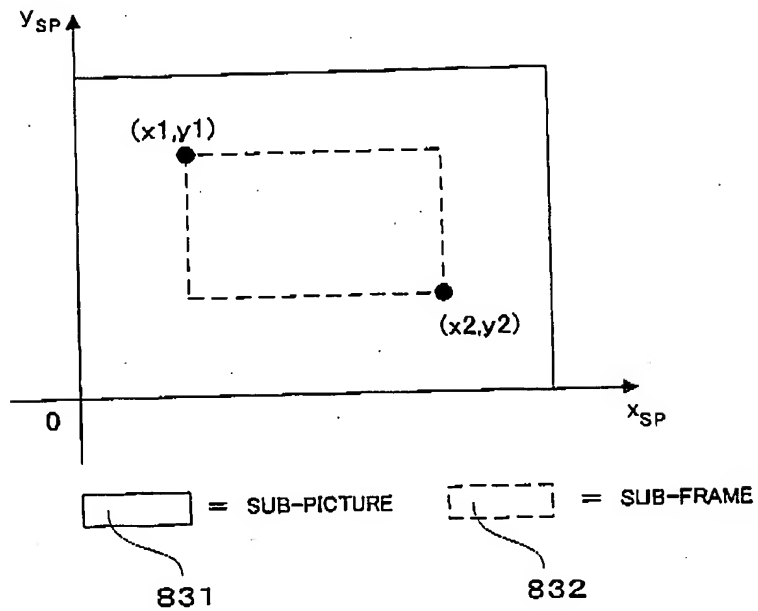


FIG. 29

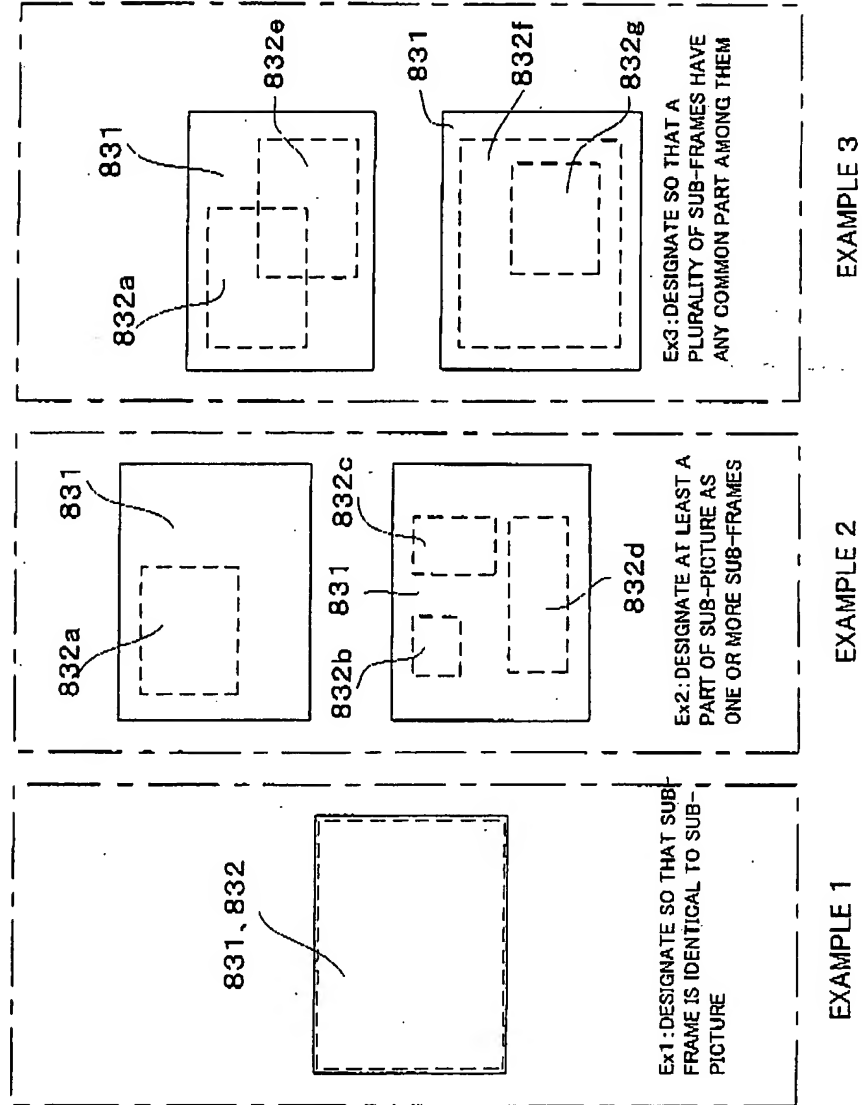


FIG. 30

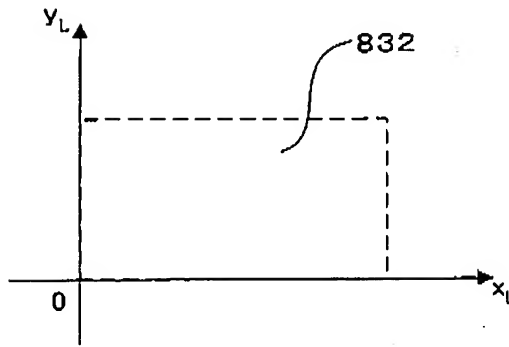


FIG. 31
 SUB-FRAME COORDINATE SYSTEM
 MAIN VIDEO COORDINATE SYSTEM

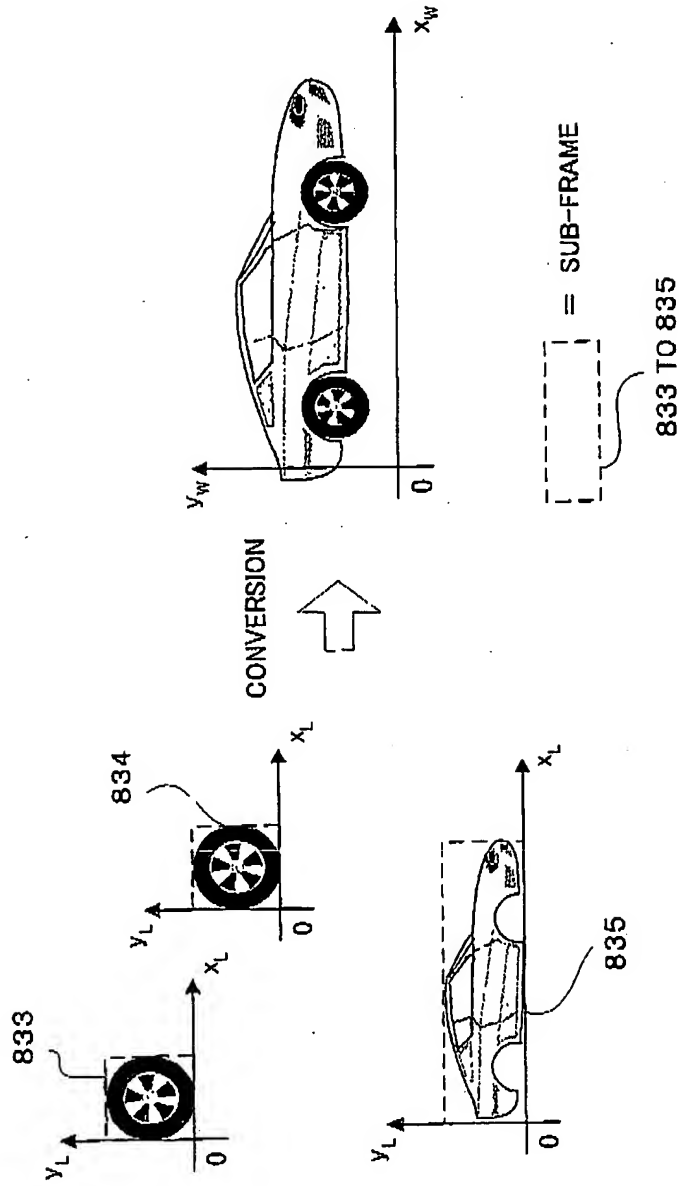
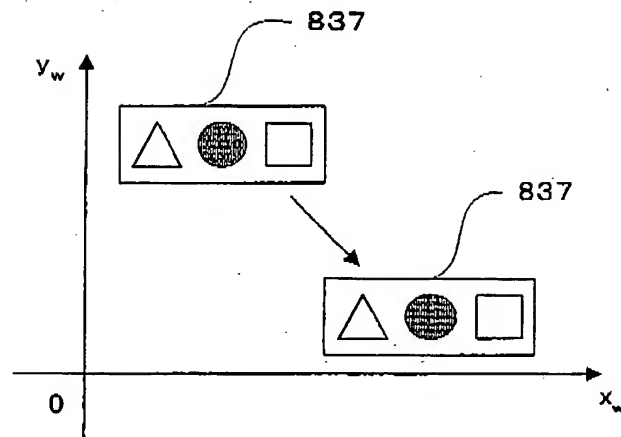


FIG. 32



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FIG. 33

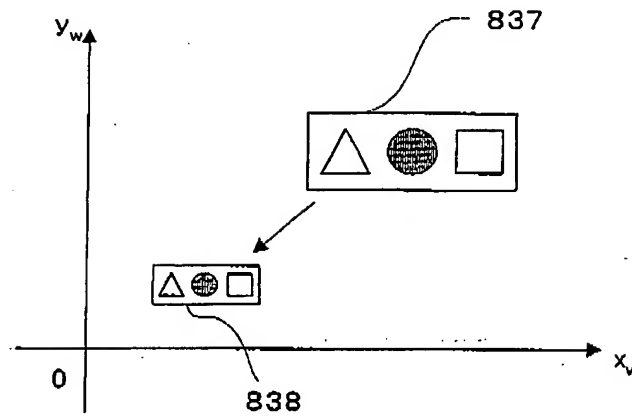


FIG. 34

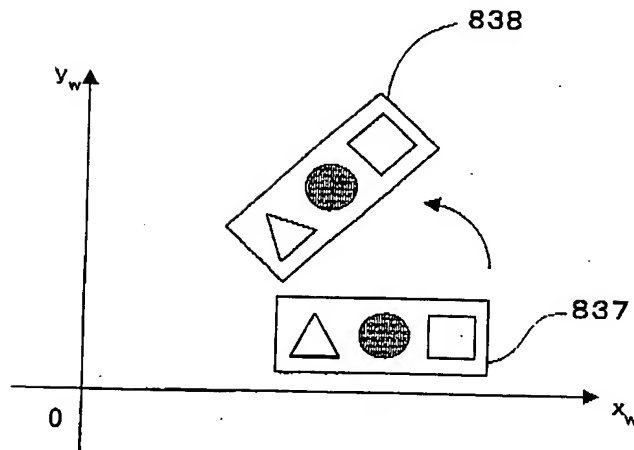


FIG. 35

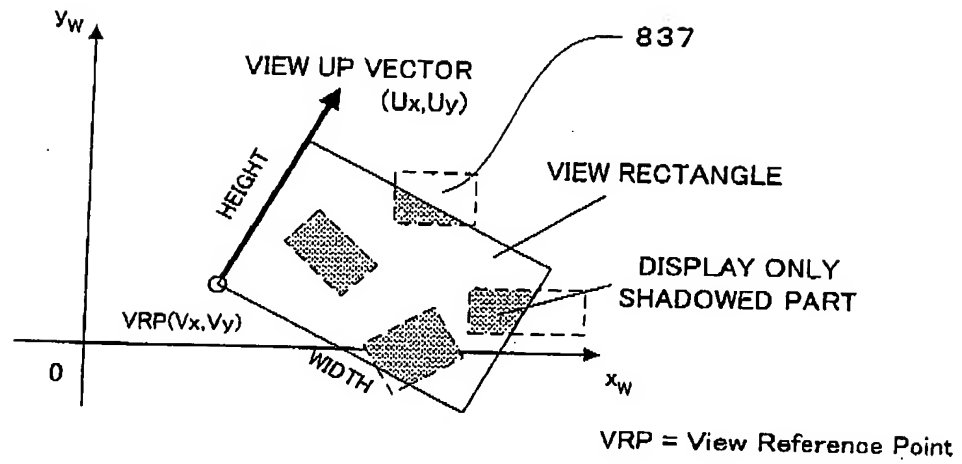


FIG. 36

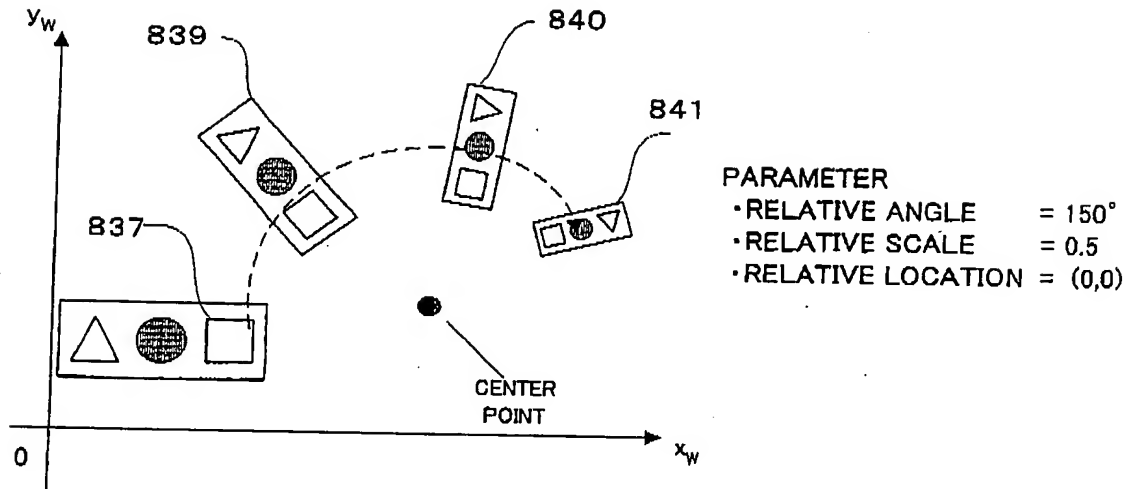


FIG. 37

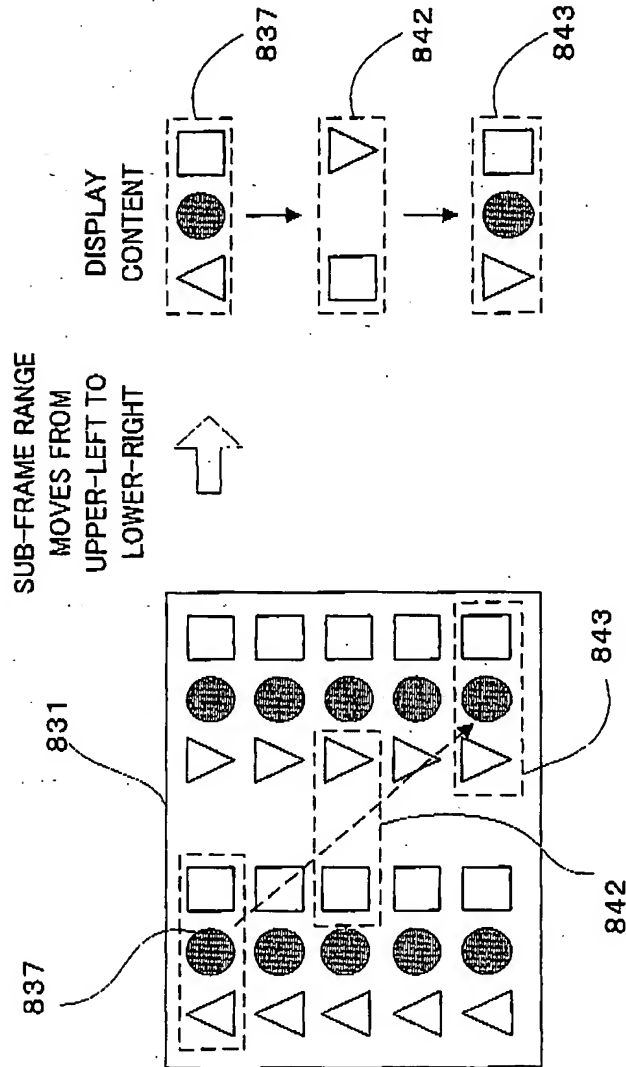


FIG. 38

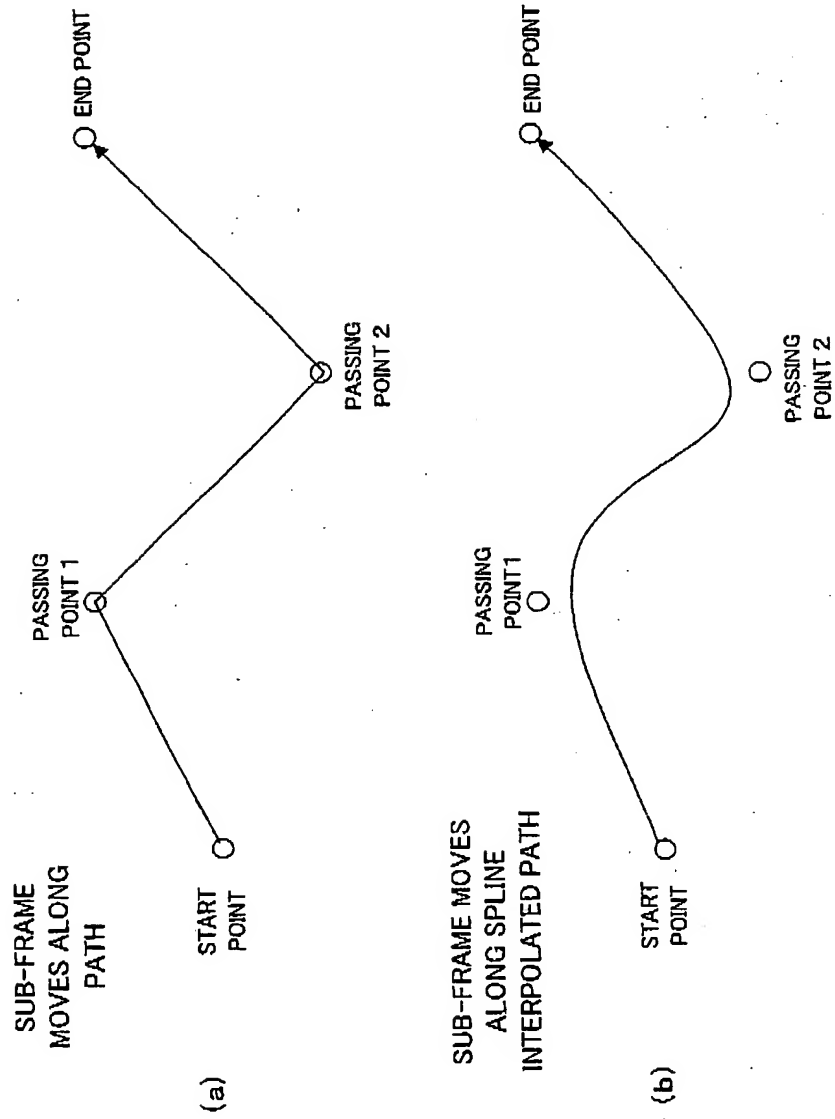


FIG. 39

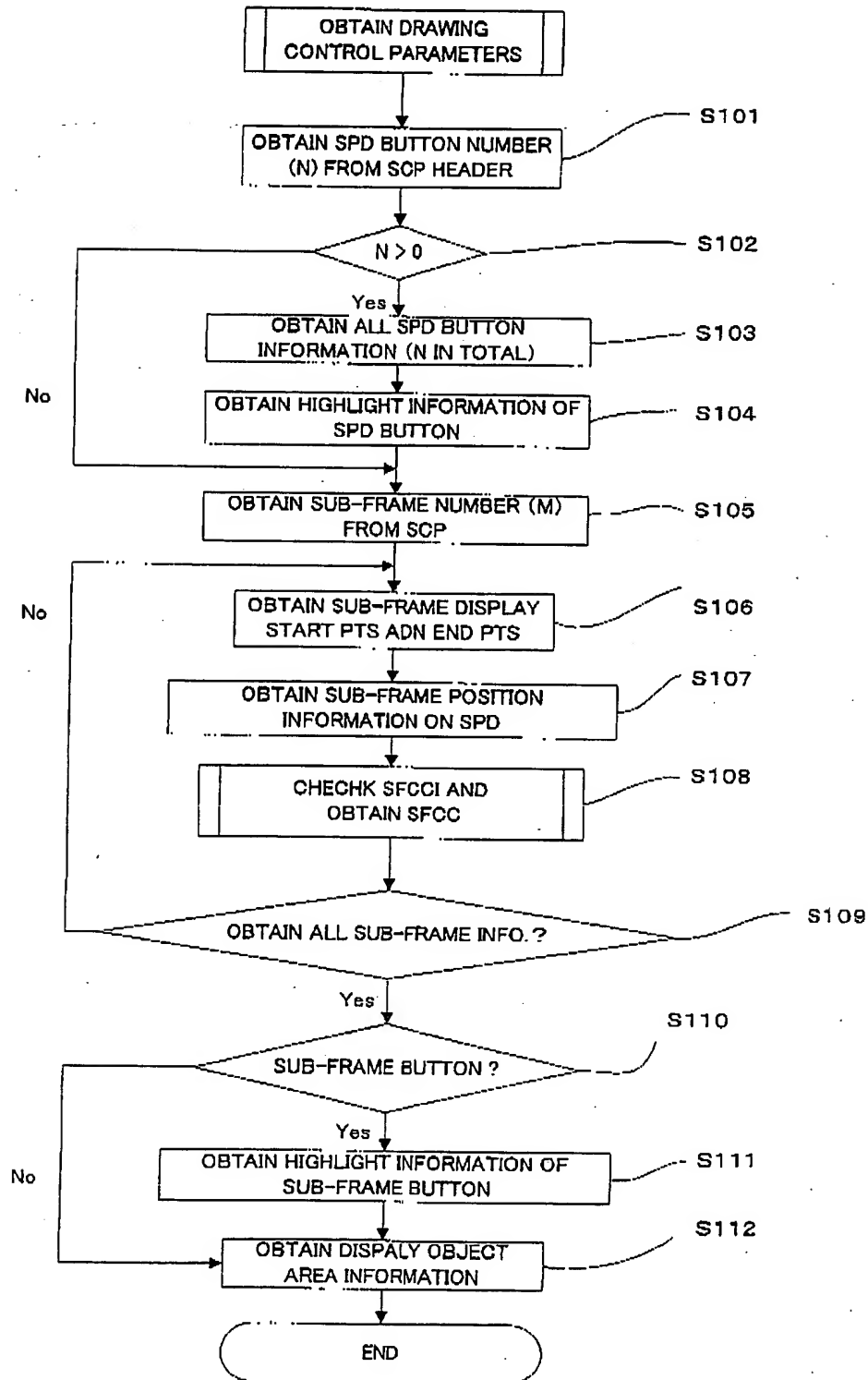


FIG. 40

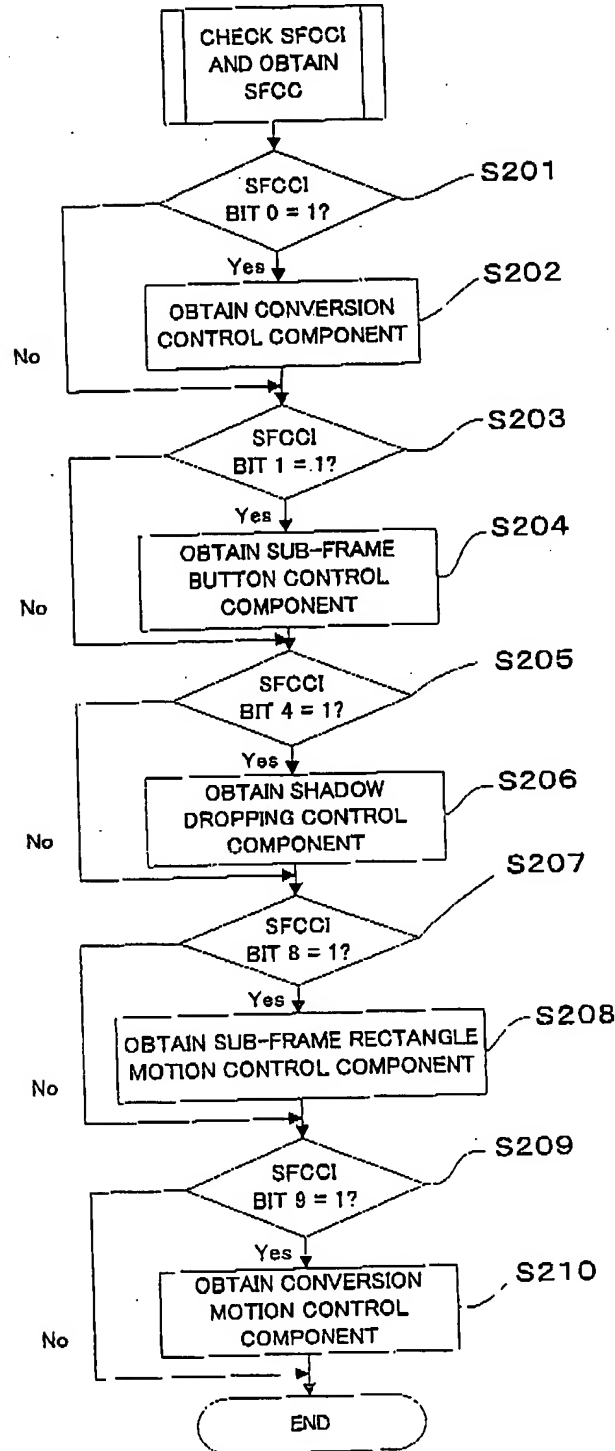


FIG. 41

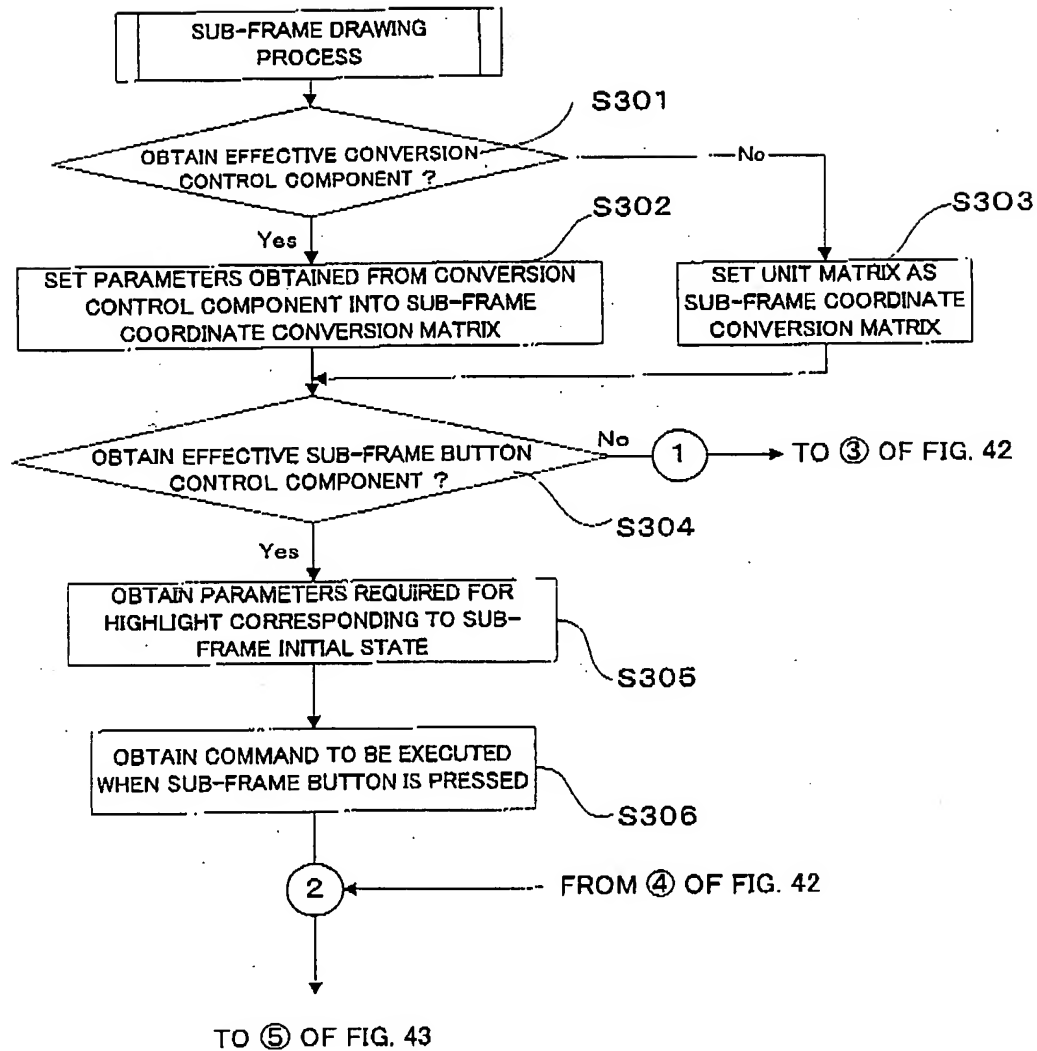


FIG. 42

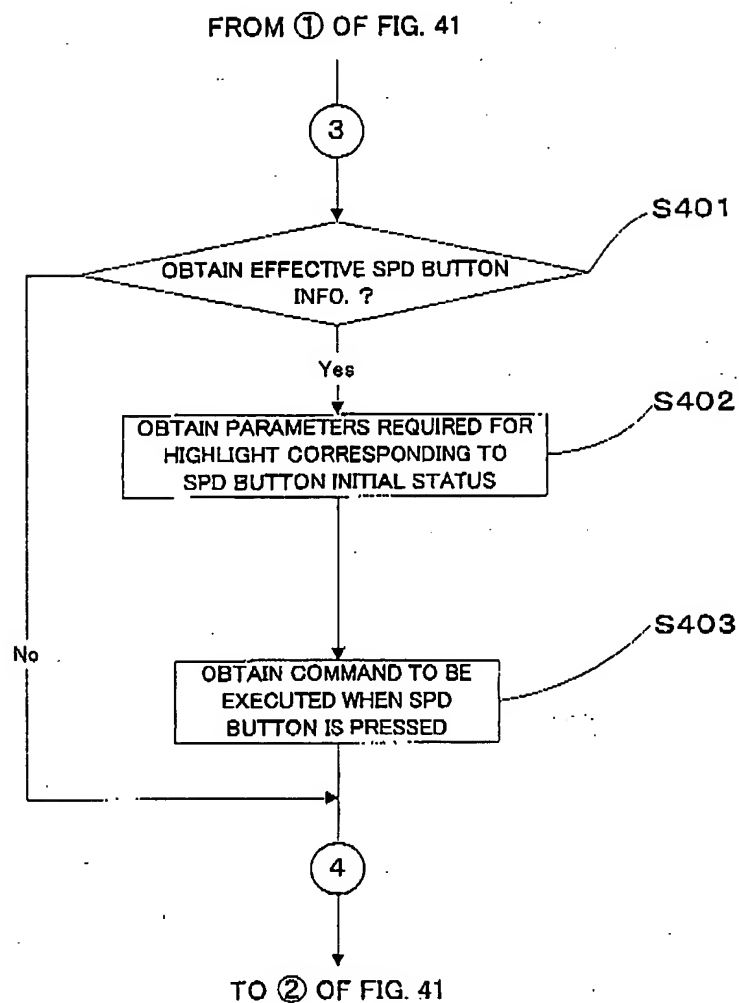


FIG. 43

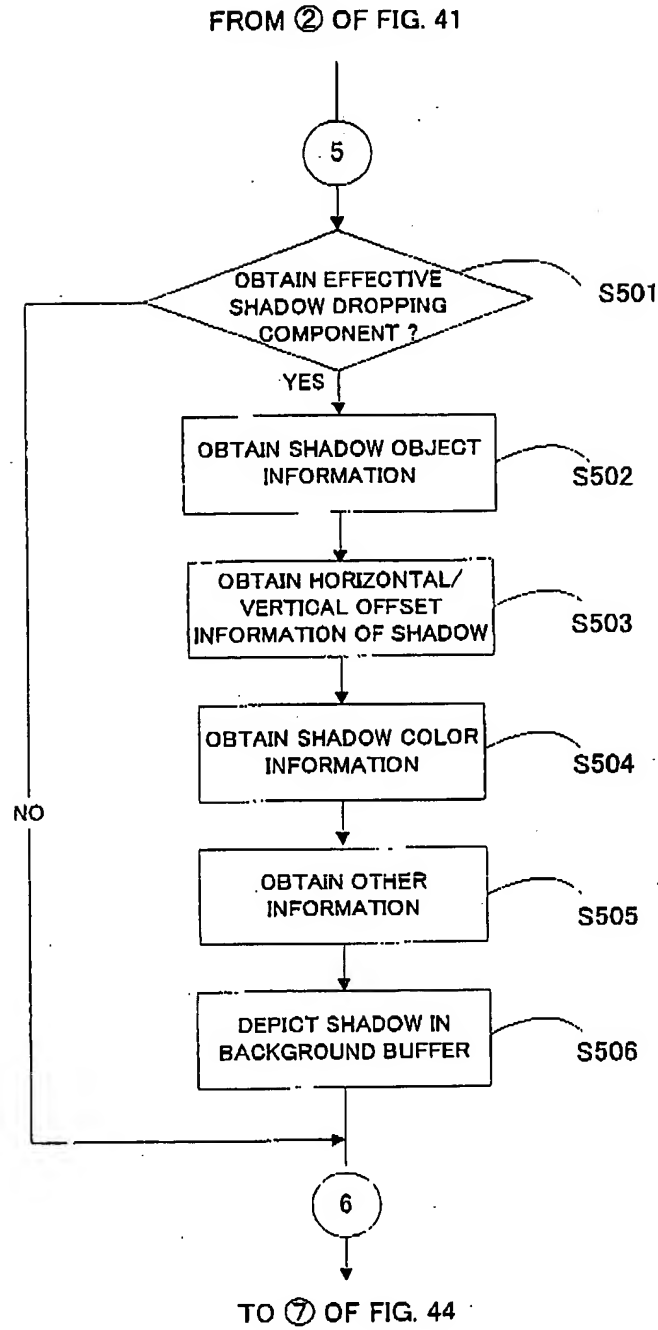


FIG. 44

FROM ⑥ OF FIG. 43

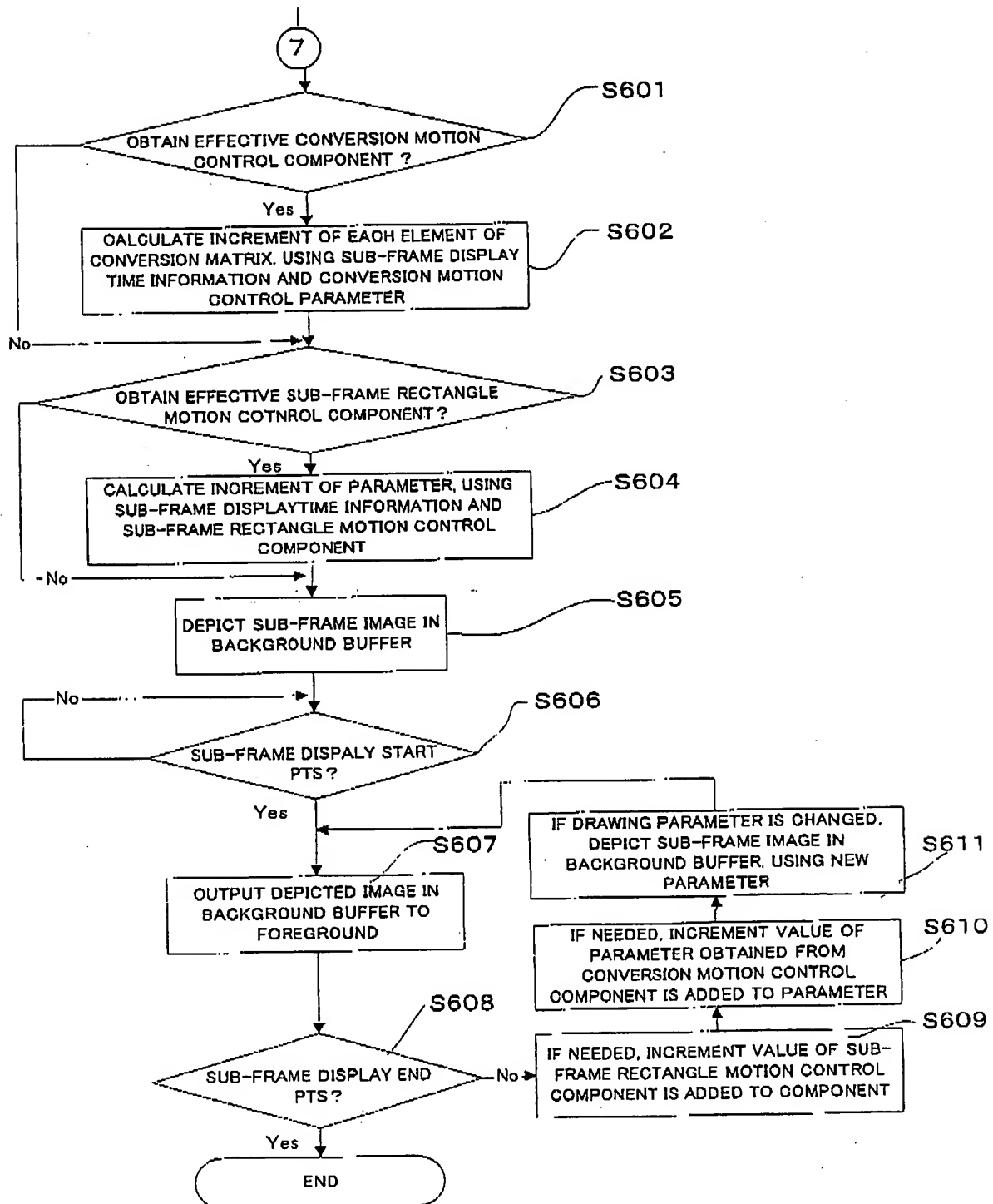


FIG. 45

SHADOW DROPPING RELATIVE
TO SUB-FRAME HAVING
OPAQUE CHARACTERS IN
TRANSPARENT BACKGROUND

Shadow

SHADOW WITHOUT
BLURRING

Shadow

SHADOW WITH BLURRING

SHADOW DROPPING RELATIVE
TO ENTIRELY OPAQUE SUB-
FRAME

Shadow

Shadow

FIG. 46

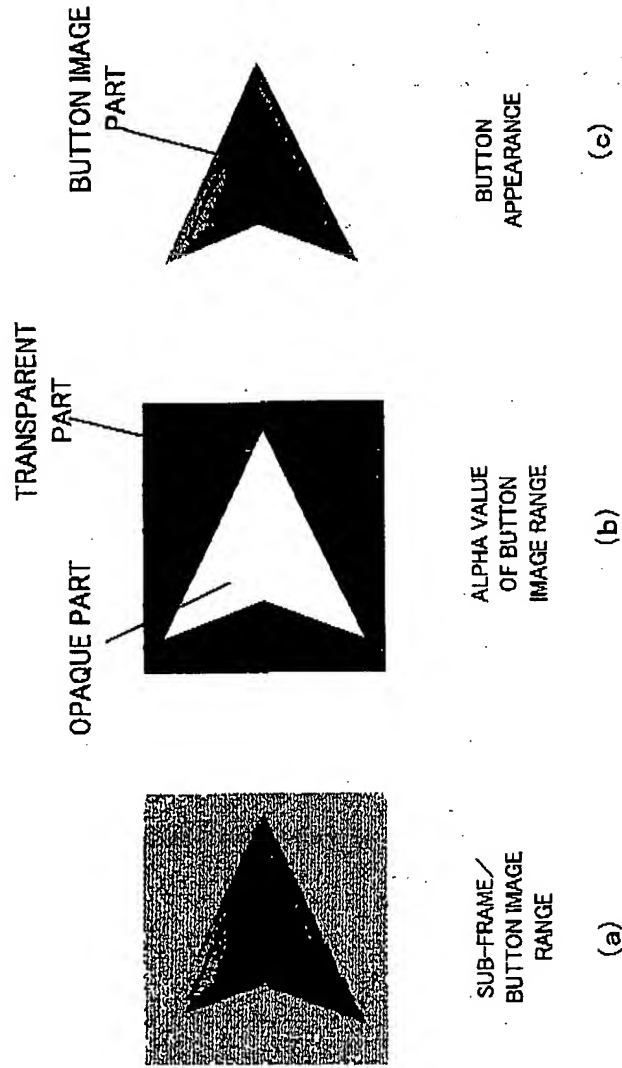


FIG. 47

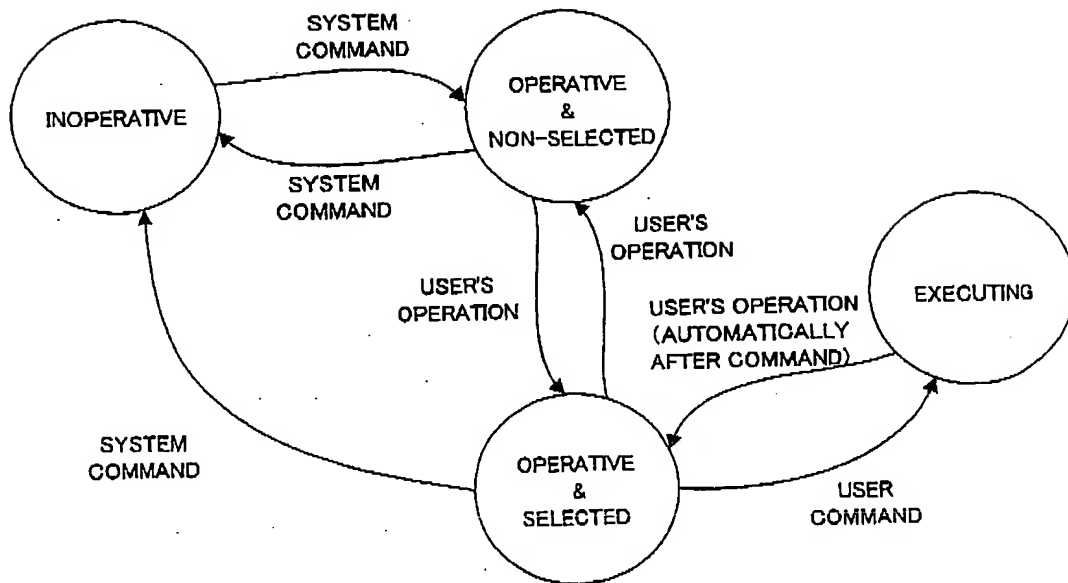


FIG. 48

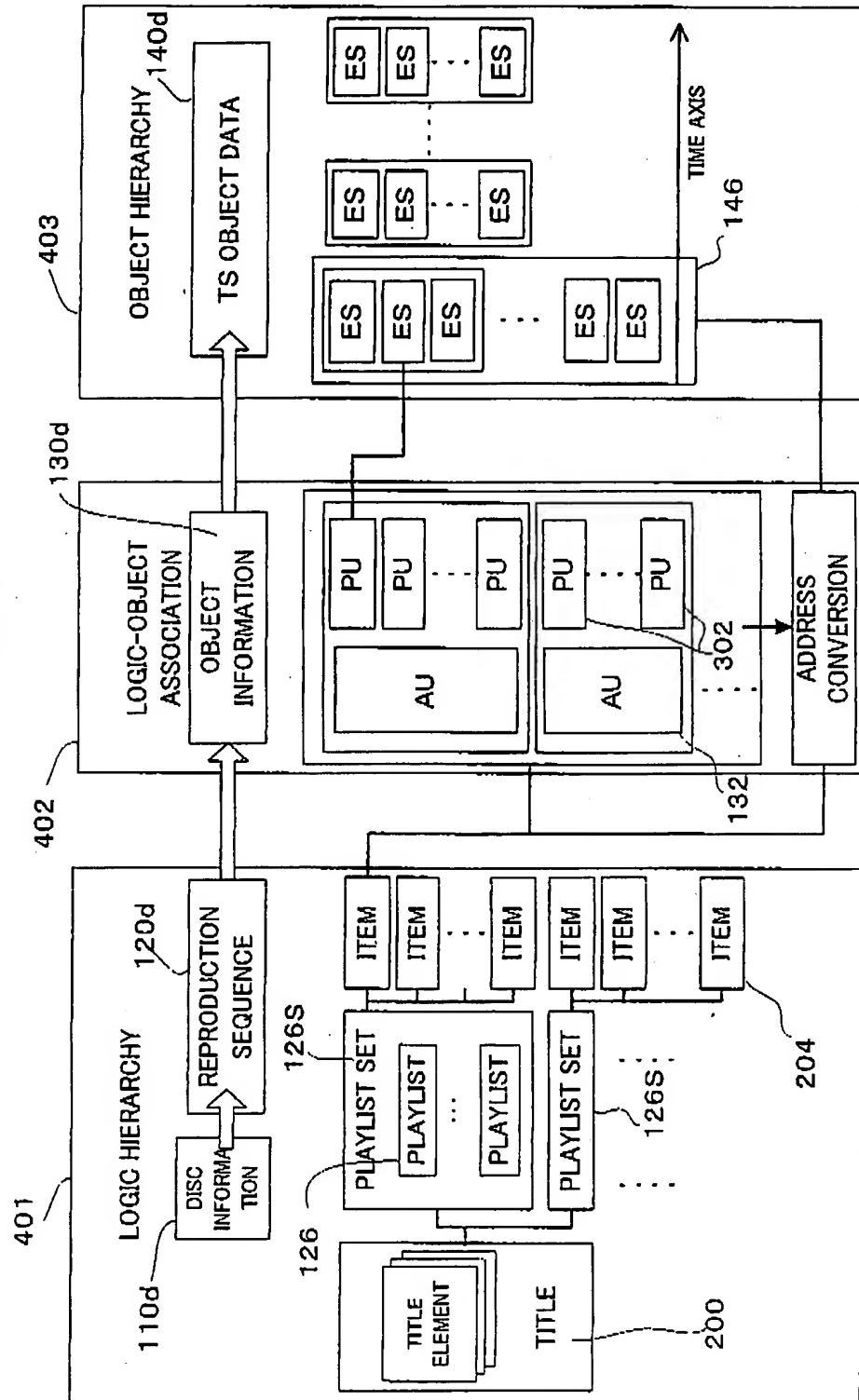


FIG. 49

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AU Table

Field Name				Contents
AU Table General Information				the Number of AUs, Pointer to Each AU, etc.
AU Table	132I	PU#1	ES_Table Index#1	Index Number of ES_map table=1
			ES_Table Index#2	3
		PU#2	ES_Table Index#1	4
			ES_Table Index#2	5
	AU#2	PU#1	ES_Table Index#1	9
			ES_Table Index#2	10
		PU#2	ES_Table Index#1	12
			ES_Table Index#2	13
	302I	PU#1	ES_Table Index#1	14
			ES_Table Index#2	15
			ES_Table Index#3	16
			ES_Table Index#4	17
			ES_Table Index#5	18
Other Info.				Position of ES_Map table, etc.

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ES_Map Table

Field Name		Contents	
ES_Map Table General Information		Index Number, etc.	
ES_Map Table	Index #1	ES_PID Value=101	
	Index #2	Address Information	
		ES_PID=102	
	Index #3	Address Information	
		ES_PID=103	
	Index #4	Address Information	
		ES_PID=201	
	Index #5	Address Information	
		ES_PID=202	
	Index #6	Address Information	
		ES_PID=301	
	Index #7	Address Information	
		ES_PID=302	
	Index #8	Address Information	
		ES_PID=303	
	Index #9	Address Information	
		ES_PID=201	
	Index #10	Address Information	
		ES_PID=202	
	Index #11	Address Information	
		ES_PID=203	
	Index #12	Address Information	
		ES_PID=101	
	Index #13	Address Information	
		ES_PID=102	
	Index #14	Address Information	
		ES_PID=101	
	Index #15	Address Information	
		ES_PID=102	
	Index #16	Address Information	
		ES_PID=103	
	Index #17	Address Information	
		ES_PID=104	
	Index #18	Address Information	
		Index Number of ES_map table of SP Data	
Other Info.		Stream operated =16	
		ES_PID=105	
		Address Information	
		Index Number of ES_map table of SP Data	
		Stream operated =16	
		Other Info.	

134d

134e